

NOT!
Nintendo's 32-bit
Virtual Boy system,
REVEALED!

OVER 20 PAGES OF SMOKIN' STRATEGIES!

GP Publications, Inc.

Game Players

SEGA • NINTENDO *and
MORE*

BLOOD BATH!

Sega pushes video game
violence to new limits with
Eternal Champions CD
First hands-on review!

**NBA JAM
Tournament
Edition
FIRST PICS
INSIDE!**

**ULTIMATE
REVIEWS**

COSMIC CARNAGE 32X

PHANTASY STAR IV

WWF RAW

RISTAR



SATURN & PS-X

They're Out!

In Japan, at least. All the latest news! pg.11

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FEBRUARY 1995 Vol. 8, No.2



02 >

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CLASSIFIED

UMP

TICKETS FOR SALE, Look

Tunes B-Ball

1-800-DE

~~GRRRRROOFFFF
HRRRRR blahray raza grroar UMP
wraowwww. Rrrrrrr blorrr
groatt zzzzatrog floaahhh.
@ # * ! ^ @ # * ! ^ * ^ # @ !!!!
Contact Taz.~~

**TICKETS FOR SALE, Looney
Tunes B-Ball tournament.**
1-800-DRIBBLE.

DESPERATELY SEEKING
high-performance roadster.
Will provide unlimited birdseed.
Contact Wile E. Coyote.

IRE FOR
springs,
ases, rope,
liable Acme
ontact Wile
E. Coyote.

me
ile
e.

\$

BILL TROUBLE got you
down? Get in touch with
the bill expert. Contact
Daffy Duck on Game Boy.
\$

USKET ES

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. **Looney Tunes B-Ball.** Contact

MUSKET FOR SALE. Used
only for twacking wascally
rabbit in **Bugs Bunny**
Rampage. Vewy, vewy
et. Contact Elmer Fudd.

BLE PET-SITTER. Will
d care for small pets
u're away. Reasonable
s my specialty. Trust
Tweetin' Pet Service.
for Sylvester.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in **Daffy Duck The Marvin Missions.** Contact Marvin the Martian.

SINGLE BLACK CAT
seeks small yellow bird for
meal-time companionship in
Sylvester & Tweety. Must have
good taste. Contact Sylvester



WANTED. Big
ing to travel.
y life. Call

CASTING
Try out
LOONEY T
family of



Coming Soon!

Coming Soon!

Coming Soon!

abil
anima

CALL
the
NES
fun!

HOLLYWOOD STAR

"ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by **Howmuchdoes A. Hemmingway**

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

In an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the to design, paint and just like a professional.



So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did

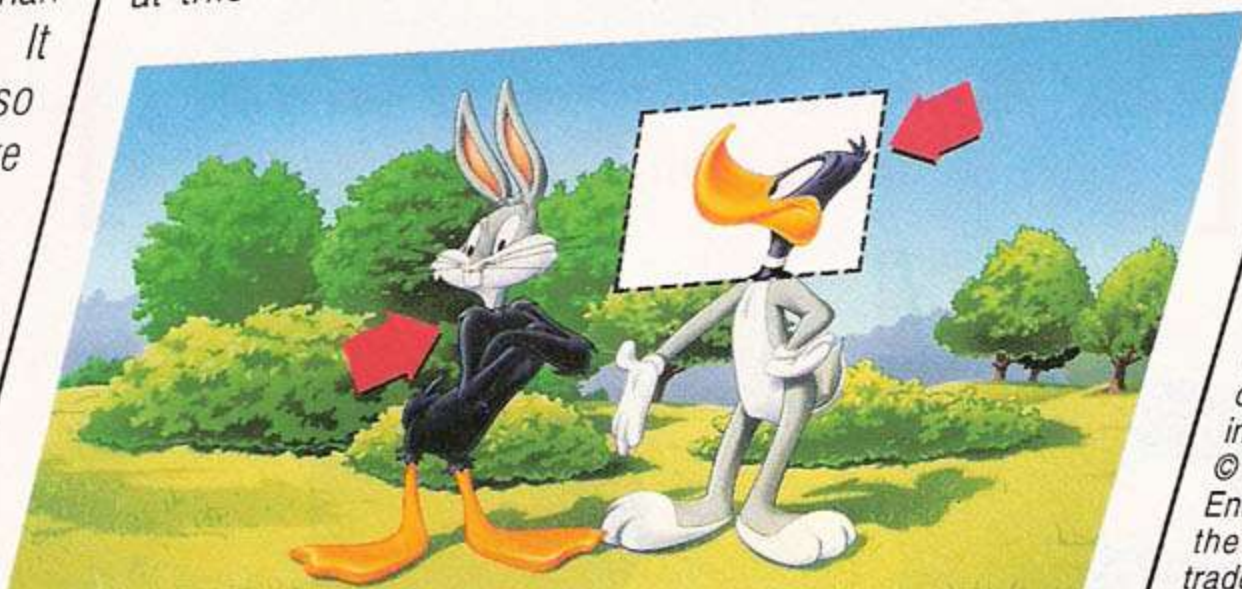
agree to issue the following statement, "Graaaaaarwww ooooga rawwww ugh blaaa frooooooog!"



Then he ate my note pad.

Is **Acme Animation**

Factory responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.



SOMETHING FUNNY'S GOING ON AROUND HERE!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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The long you play, the loo
you play, the loo
yo
v
fr
Duc
(also a
great m
in his ow
The Loone
features all your
Bugs Bunny, Porky Pig,
Sylvester and Tweety, E
Fudd. And Daffy Duck himsel
The **Acme Animation Factory**
just the carrot on the...er...New
mind.

oh **YES...**
more, MÖRE!
faster,
FASTER,



Tempo™



Virtua Racing™ Deluxe



Cosmic Carnage™

GENESIS 32X

*What did you think we were
talking about, you little degenerate!*

F a s t



Motocross Championship™



Star Wars® Arcade



Mortal Kombat® II
Acclaim



Golf Magazine® Presents 36 Great Holes
Starring Fred Couples



Doom™



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Get your mind out of the gutter and back on video games where it belongs!

Because when it comes to thrills, Genesis 32X games dish out all the excitement you can handle!

They blast your optic senses with over **32,000 colors**.

32X games are more **THREE-DIMENSIONAL**, more **realistic** and **40 times faster** than 16-bit games.

And there are lots of hot 32X games that can satisfy your urges in ways other games can't. Once you get the **32X-PERIENCE**, you won't want anything else.

(Except that, you animal!)



er!

oh baby,
oh baby...

SEGA™

Welcome to GAME PLAYERS



After all the fuss last year about there being too much blood in video games, suddenly we're seeing games that overload on the stuff.

We figure *Eternal Champions CD* is the bloodiest game on the market — ever! Mind, with a 'Mature' rating, it shouldn't cause the same stink that *MKII* caused last year. See what you think on page 44.

Also this month, we've got a first look at Nintendo's 32-bit hand-held, the Virtual Boy (page 27). It seems as if you can't get away from all the new hardware! Remember to write and tell us whether you think the system will be a hit.

Finally, this is my last month as Editor of *Game Players*. Next issue Chris Slate will be taking over the helm. If you've got suggestions on how to make the magazine even better, drop a line to Chris at the usual address. In the meantime, thanks for your input, it makes us better. Now get on and read this damned fine magazine.

Mark

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This stuff is so up-to-the-minute, some of it hasn't even happened yet!

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Charts 18 Find out what games are making us miss deadlines and more!

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Hey, did you hear about... well, now you can read about it!

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Is this the machine of the future? Find out on page 27!

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We know how to win. We do it all the time. We can show you, too!

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100

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Subscribe or die! So let it be written, so let it be done!

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Pushing the Envelope 120 Our readers show that they're quick on the draw!

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MEET THE TEAM

We share our thoughts as we say goodbye to our Editor, Mark Higham.



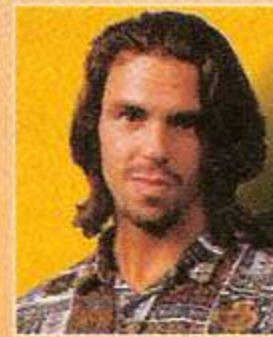
CHRIS I'm in charge now! No more Mister Nice Guy! I'm in control, I'm in control! Ha, ha, ha!!!



JEFF See ya, Mark. Have you got a hundred bucks I can borrow for a couple of days? I'll get it back to you!



DOUG It's gonna be kinda lonely around here, now that I'm the only real snappy dresser left.



MIKE We'll miss ya, Mark. Just gimme the keys to the rental car before you go and fill the tank, OK?



JON Mark who? No, I'm just kidding. I think I did meet him once. I just can't remember where!



VINCE Later, Mark. I'll keep up the tradition and hit the discos at least once a week! See ya!

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; **DARK BLUE** always signifies Genesis.

GENESIS

SNES

SEGA CD

GAME GEAR

GAME BOY

32X

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Take it to the hole with our review of *NHL '95* on page 70!

Now Playing 110

A complete guide to all the games we've reviewed over the past six months — and it's free

Cover Story

ETERNAL CHAMPIONS CD

BLOWS PAST MKII TO BECOME THE MOST VIOLENT VIDEO GAME EVER, P.44

THE HORROR... THE HORROR...



MARK Since I don't work here anymore, I don't have to say anything stupid in this box. Cheers!!!



VINCE I didn't even notice he was missing. Was his picture on a milk carton or something?



BILL Damn! And I just wrote 500 English guy jokes! Now I gotta write some Chris jokes! What a drag!

WIN DEEP SEA TREASURE

Win a seaQuest DSV script
autographed by the entire cast
(no, Darwin can't write!)
and more great underwater booty!

**HERE'S WHAT
YOU CAN
WIN!**

**SEAQUEST DSV™
CONTEST!**

Just answer the following three questions about
seaQuest DSV correctly and you'll be saying 'Ahoy,
Matey!' to some great *seaQuest DSV* prizes:

1 Grand Prize

- an original *seaQuest DSV* script autographed by the entire cast!
- a Nintendo Game Boy
- a *seaQuest DSV* video game for your SNES or Genesis system
- an official *seaQuest DSV* hat
- A Revell-Monogram® *seaQuest DSV* model kit

5 First Prizes

- a *seaQuest DSV* video game for your SNES or Genesis system
- an official *seaQuest DSV* hat
- A Revell-Monogram® *seaQuest DSV* model kit

5 Second Prizes

- a *seaQuest DSV* T-shirt

1 What other ocean-related film did Roy Scheider star in?

2 What do the initials DSV mean?

3 How many crewmen can fit inside the HR Probe?

Write down your answers, along with your name, address, phone number (don't forget the area code) and type of game system you own on the back of a postcard or envelope and send it to:

seaQuest Contest; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010. All entries must be received by Friday, March 31st.

The eleven lucky winners will be drawn at random on Friday, March 31st. Winners will be printed in a subsequent issue of Game Players.

THE RULES

No purchase necessary. One entry per reader. Contest open to residents of the United States and Canada except employees of GP Publications and T*HQ, and their immediate families. Print your answers and your name, address, phone number (don't forget the area code), and type of game system you own on the back of a postcard or standard envelope. Mail it to seaQuest Contest, Game Players, 1350 Old Bayshore Highway, Suite

210, Burlingame, CA 94010.

All entries become the property of Game Players and cannot be returned. All taxes (federal, state and local) are the responsibility of the winner. Editor's choices are final. No cash substitute or consolation prize is available. Offer void where prohibited or restricted by law. All entries must be received by Friday March 31st.

GP Publications is not responsible for misdirected,

lost or unsolicited entries — so don't call us or write wondering why you didn't win. Odds of winning are determined by the number of entries received by the contest deadline. The drawing will take place on March 31st and the name of the winner will be announced in a subsequent issue.

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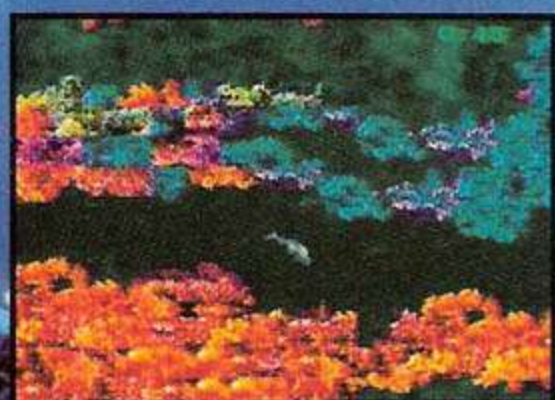
Command the Mighty **seaQuest** DSV

Or the brave Darwin.

The choice is yours – you are captain of the largest, most powerful submarine on the TV airwaves, the seaQuest!

Many dangerous underwater adventures await you, and you will need all of the resources of the seaQuest and her crew.
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Super NES version shown



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GAME BOY

SEGA GENESIS

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Just because you're on the move doesn't mean you've got to stop

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PGA TOUR® Golf II improves on the original hit with enhanced graphics, more realistic ball action and six courses. Take on the 3 Pros who come with the game or tee off against your buddies for prize money and prestige!

With artwork and animation adapted from the Genesis™ version, RBI '94 has over 800 real players from the 28 big league teams, complete with '93 stats. Use the actual 1994 baseball schedule to complete the full 162-game season, play-offs and World Championships!

Join the Speed and Bleed circuit with Road Rash II, the ultimate motorcycle racing game. Scream around five tracks that become increasingly more difficult. Face opponents who get nastier as the race goes on. Challenge a buddy head-to-head with the Gear-to-Gear™ link, then add a pack of Rashers to make it really vicious. Upgrade to 15 different bikes to improve your ride. The only rule on this road is survival of the meanest!



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Extra!
Extra! Read
all about it!
We've got
the latest
on just
about
everything
you need to
know!!!

Running Rings Around Sony



Ridge Racer for the PS-X by Namco captures that good old feeling of the need for speed!

Game Players has even heard reports of some U.S. mail-order houses selling the hard-to-get systems for as much as \$1000. (The machines retail in Japan for around \$400.) Still, as anxious

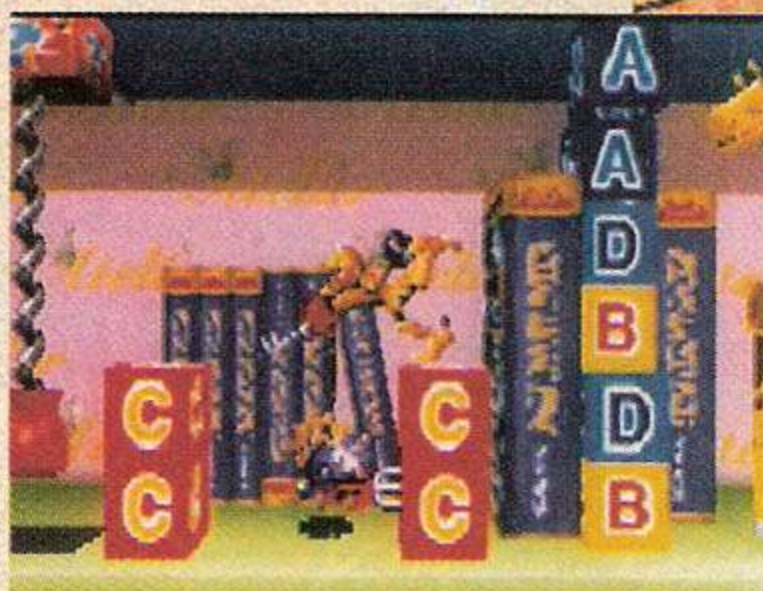
Who needs snow, when there's *Cyber Sled* by Namco for the PS-X?



Sony of Japan announced that 100,000 Playstations were sold on the day of launch. In fact, Sony of Japan is promising that one million units will be sold by May. *Game Players* has already received reports that presales and normal sales for Saturn will exceed one million units, while Sega of Japan promises to break the 2 million mark by May, and keep in mind that's just in Japan. As far as software for the new systems is concerned, the Saturn only had three pieces of software available at launch, including *Virtua Fighter*, *Clockwork Knight* and *Panzer Dragoon*. The PlayStation had eight titles available. Included in those were *Ridge Racer* and *Cyber Sled* from Namco, and *Parodius* from Konami. Namco plans to keep releasing titles for the Playstation on the order of one new title a month.

American gamers, eager to put their hands on the machines, are paying anywhere from \$600 to \$800 for the imports.

Learn your ABCs
with Sega's
Clockwork Knight.



Fly the unfriendly skies with *Panzer Dragoon* by Sega for the Saturn.

as you may be to become an 'early adopter', don't act too fast. Just like the early

half of 1995. Sony of America is concerned that both the name and look of the machine doesn't have quite the impact that it needs to compete in the U.S. market. Finally, expect to see the PlayStation hit your local arcade in a deal Sony has struck up with a very popular arcade manufacturer.

days of the Sega CD, the Japanese machines will only play Japanese disks. There are also rumors circulating that Sony of America is attempting to change the design of the PS-X when it comes to the U.S. in the later

Timeline

Here are the games you'll be playing in the upcoming months...

JANUARY 1995

Battletech	SCD
Demolition Man	SNES, SG
Justice League	SNES, SG
Myst	SNES, SG
Phantasy Star IV	SCD
Rise of the Robots	SG
Rise of the Robots	SG
Time Cop	3DO
Urban Strike	SCD
X-Men	SCD
	SNES
	SNES

FEBRUARY 1995

Battletech	SNES
Clayfighter 2	32X
Road Rash 3	SG
World Champions Rally	SCD

MARCH 1995

11th Hour	SCD
Brutal: Paws of Fury	3DO
Coach K College Basketball	32X
Fahrenheit CD	SG
Greed	SG
Mega Bomberman	32X
NBA Jam Tournament Ed.	SNES, SG
Road Rash 3	SG
Slam City (w/ Scotty Pippen)	SNES, SG
Stellar Assault	SG
Surgical Strike CD	3DO
Toughman Boxing	32X
Weaponlord	32X
Wirehead CD	SG
X-Men: The Clone Wars	SNES, SG
	32X
	SG

This Game is **NOT** Cool!

If you're looking for a COOL new SNES game, look somewhere else. In The Ignition Factor, the action starts at about 1,300° Fahrenheit, and only gets hotter.

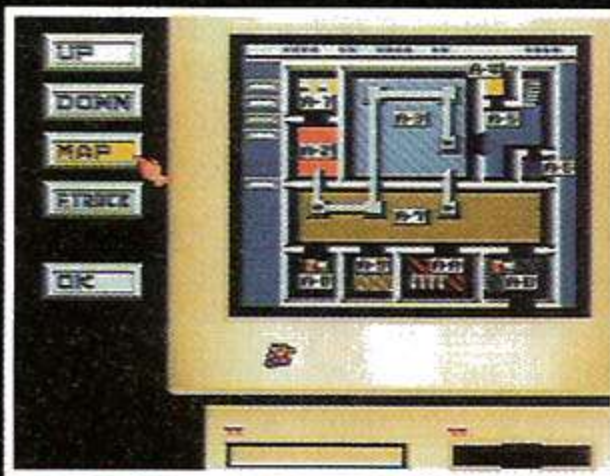
Dodge exploding barrels, douse scorching fires, and perform dramatic rescues through eight levels of blazing excitement. Pick and choose your own fire fighting equipment. Talk to people trapped in the inferno, and use their clues to locate other victims.

If you can take the heat, this is your chance to become the hero that you know you really are.

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The Inside Trak

We take a brief look at what the publishers are up to...

Apple and Bandai Join Up

Apple and Bandai have joined forces to produce a CD-based educational/games machine that will retail for around \$500 and release around December of this year.

Boss Game Studio Is Hiring

Boss Game Studio is a newly established video game developer and licensee. The game studio is a 'sister' company to Boss Film Studio, which is famous for the special effects in *Ghostbusters*, *Cliffhanger* and *Batman Returns*. Currently the game studio is recruiting programmers and artists. Boss will concentrate on 'next generation' game platforms.

GameTek takes on Tinsel Town

GameTek has established a movie division that will concentrate on CD-ROM video. GameTek has secured the rights to such classic movies as *Night of the Living Dead* and Fritz Lang's *Metropolis*. It's possible such CD movies will show up for Saturn and PlayStation — but doubtful.

Disney Goes Interactive

Disney announced the formation of a new business unit, Disney Interactive, to develop and market a broad range of multimedia and interactive entertainment and educational products. Chairman and chief executive officer Michael D. Eisner says 'Forming Disney Interactive enables us to focus our efforts in this emerging area.' He continues, 'Technology and innovation have always been an important part of Disney's way of telling stories and making films.'

Video Games Go Hollywood

Following the release of *Double Dragon* and *Street Fighter — The Movie*, several studios in Tinsel Town seem to have caught the video game bug. Already in production, *Fist of the North Star* is based on a series of video games that originated from the ultra-violent Japanese animated feature of the same name. Also watch for *Zen Intergalactic Ninja* and *Dungeons and Dragons*.

U.S. Glimpse of Saturn, PS-X

Although their official unveiling isn't until this summer's E3 show in Los Angeles, the early word is that many of the first Saturn and PS-X games will be shown at Winter CES. This only adds to the speculation that some of the systems will try to get a jump start on the competition by releasing their machines ahead of schedule. Don't dare miss next month's CES report in the March issue of *Game Players*!

Killer Instinct Knocks 'em Dead

Are fighting games still going to be the big sellers when the next generation systems hit the U.S. this fall? Sega, Sony, and Nintendo are counting on it. Each of these industry heavyweights are using cutting-edge brawlers to push their systems. However, with Sega's *Virtua Fighter* almost two years old and Sony's *Toshinden* an unknown title, Nintendo's award-winning *Killer Instinct* may be the big winner for the Ultra 64.

When *Killer Instinct* made its debut in limited test sites late last year, some players found themselves waiting for hours just to get a brief taste of the Nintendo/Williams technological wonder.

'The game has done incredibly well in all the test sites it was featured,' said Roger Sharpe, a spokesman for WMS industries. Williams is

currently distributing the title in several major markets and malls all over America. 'They're lined up outside of the arcade just dying to try it.'

Killer Instinct shows off the capabilities of Nintendo's Ultra 64. However, a few gamers remain skeptical. When *Game Players* took to the arcades and talked to players, some said the game looked like 'Mortal Kombat on steroids,' while others commented that it didn't look much different from anything they'd seen before. It may take games like *Cruis'n USA* and a rumored *Mario* title to impress jaded gamers and convince them that the Ultra 64 is a system they absolutely must have.

Ultimately, none of this may matter if the rumored Sony/Midway deal goes through, which would box *Mortal Kombat III* exclusively with the PlayStation.



KI's rendered graphics are currently wowing players nation wide.

Must Haves for the Sony PlayStation



Eek! A mouse.

To have maximum impact when the PlayStation hits the States, Sony is planning to have a number of peripherals available for the PlayStation at launch.



The PlayStation memory card is rumored to hold up to 1-meg of memory.

Sony will package the PlayStation with a communication cable that enables you to connect two televisions and play games like *Cyber Sled* and *Ridge Racer* without having a split screen. Also keep in mind that third-parties such as ASCII will be developing game pads and joysticks for the PlayStation.



Namco's Negcon, an adjustable pad for maximum comfort.



The Hori PlayStick.

STARE INTO THE ABYSS

Sega's new Deep Water division aims for the growing adult audience.

The 'mature' market is suddenly being catered to. In a move that some would have called inevitable, Sega has created a new publishing division specifically to handle games created for older players. 'We were convinced by our sales of Sega CDs, more than half of which went to gamers 18 years old or older,' said a Sega spokesman. 'With the next generation of even more powerful machines just around the corner, we expect more adults to be attracted to these upcoming systems.'

Following in the footsteps of its Sega Kids division, which targets younger gamers, Sega has created Deep Water to cater to the older ones. The precedent Sega likes to point to is

Disney's creation of Touchstone Pictures in the

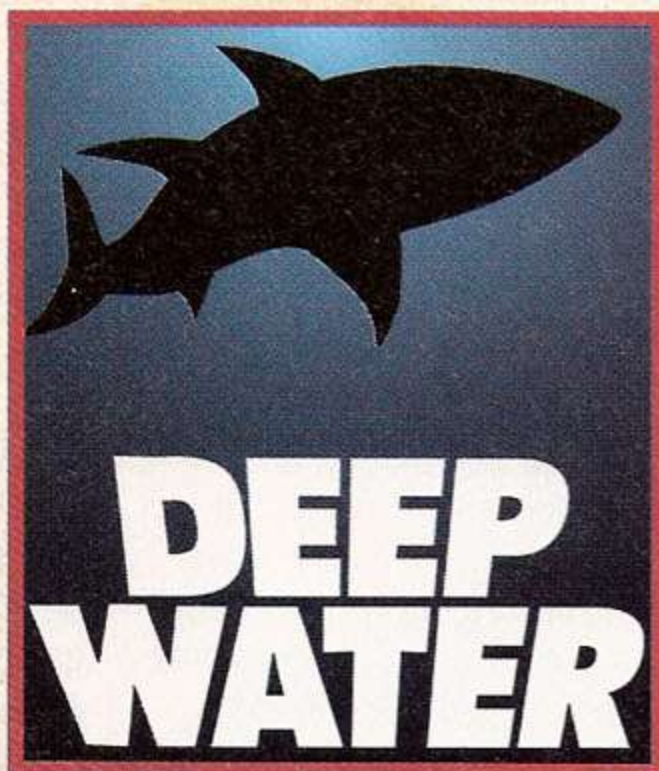
Eternal Champions CD is Deep Water's first release. The game features extremes of gore that should be kept away from the little ones.



Mario reigns as King for 1994!

Back in '93, Sega grabbed the video game crown, outselling Nintendo for the first time in history. But in 1994, Sega's market share plummeted to just 35%, giving Nintendo the lead.

According to data from a research firm in Port Washington, New York called NPD Group, Nintendo's sales of 16-bit units exceeded Sega's for most of the year, starting in July. Hits like *Super Metroid*, *Ken Griffey Jr. Presents: Major League Baseball* and *Donkey Kong Country* helped Nintendo reclaim the 16-

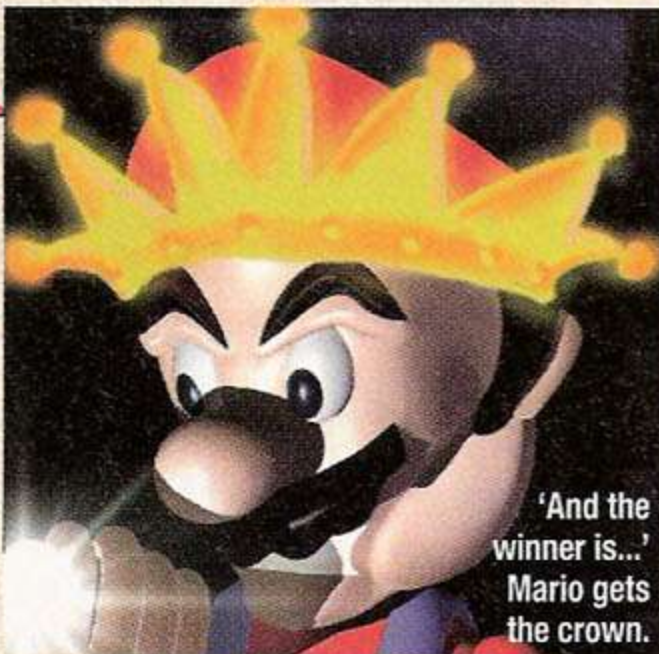


The deep water logo in full, er, color.

mid-80's, a separate division through which Disney could release films with more mature themes.

Although a number of Deep Water titles are planned for '95, the first game to be released under the new label is *Eternal Champions CD* (reviewed on page 44), whose shattering, bloody violence is clearly not intended for the young. While Sega won't discuss what other games may be in the works, it points to Konami's *Snatcher* as a good example of the kind of titles we can expect from Deep Water in the future.

With many young gamers becoming adults and full grown adults trying out games for the first time, Deep Water will certainly have an audience.



bit throne, while Sega maintains it lost the share because it doesn't traditionally advertise during the slow summer months. Sega was counting on titles like *Sonic and Knuckles*, *NFL '95*, and the 32X to help reestablish its share but *Sonic and Knuckles* fell short of expectations and the results still aren't in for 32X. At press time *Donkey Kong Country* was outselling everything — check out this month's charts (p18) if you need proof.

The Inside Trak

Marvel and Malibu combine
In addition to Marvel's video game division, which is still under development, Marvel has just bought Malibu Comics. Expect video game versions of the Malibu character, Prime, in the later half of 1995.

Nintendo Cereal Killer
In a deal with the cereal giant Kellogg's, Nintendo plans to give away some \$600,000 worth of prizes in a promotion that will run until April of this year. The event will tie into Kellogg's Frosted Flakes, Apple Jacks, Sugar Corn Pops and other 'popular' brands of Kellogg cereals. Sugar rush, here we come!

CDi Gets New Push
Preparing for a renewed push into the multimedia industry, Philips has repositioned its CDi. A new advertising campaign, lower pricing and brand games such as *Burn Cycle* are expected to draw new crowds to the system. Promotions like the one organized for Woodstock '94 have helped sales but the machine is still doing dismally in the main marketplace.



Philips hopes that titles like *Burn Cycle* will draw newcomers to the CDi.

Sega buys into Atari
In a surprise move, Sega went and bought 4.7 million shares of Atari, worth about \$40 million. Sega will also hand over another \$50 million in cash to settle patent long-standing infringements and it acquires access to some 70-plus game patents. The deal will also allow software swaps over to two game systems.

the HOT number

65 (amount in millions that Acclaim paid for Voyager Communications, the company that publishes Valiant Comics).

50 (amount in millions that *Mortal Kombat II* earned in its first week).

10 (amount in millions spent on marketing *Mortal Kombat II*).

PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV



THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!



CHECK IT OUT! Comb the cities for clues to your next confrontation!



MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!



STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!



JURASSIC PARK

UNDER NEW MANAGEMENT



T. Rex is back—along with a dinosaur population that actually multiplies while you play!



The devious BioSyn Corp. has come to snag Dr. Hammond's cloning research—and they'll stop at nothing to get it!



BioSyn commandos, greedy geneticists, flame-throwing engineers, Raptors, Spitters, Pterodactyls...It's war, man, war!



What'dya think, they'd just die off?

WRONG. This time the dinosaurs own the park. And there are tons of them — literally. Including those too nasty for the big screen.

And guess who gets to go in and play Mr. Ice Age...We'll give you the weapons, you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!



**PART 2:
THE CHAOS
CONTINUES**



Ocean of America, Inc.
1870 Little Orchard Street
San Jose, CA 95125



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME BOY

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Developers Raise Game Stakes

With so much activity in the next generation market, game developers must decide whether to jump on the bandwagon or hang tight with some 24 million 16-bit machines. It's a tough decision, and one that faces developers everywhere. Now Capcom faces the challenge head-on with a new Research and Development arm planned to design software projects for 32- and 64-bit machines.

Most of the titles are developed by the Japanese division of the Osaka-based Capcom company, where some 800 'designated programming specialists' are employed. The R&D lab, however — which is based at Capcom's Sunnyvale, CA headquarters — works on games for Sega's Saturn, the Sony PlayStation, 3DO, and PC based CD-ROM titles. The lab also enables



Darkstalkers is rumored to be one of the first 32X games in development from Capcom's U.S. R&D.

Capcom to expand its existing stake in the coin-op market. (Capcom is expected to announce plans for Nintendo's Ultra 64 during the Winter CES this month — catch next month's report.)

'It's definitely a strategic move on our part,' says Capcom spokesperson Laurie Thornton. 'We're closer to the American consumer, (than the Japanese office) and it will help us diversify and strengthen our position in the market. You can expect a lot of cross-pollination with Capcom of Japan. There will be both independent and collaborative games from both divisions.'

Capcom is one of the most successful third-party licensees, but recent years haven't seen the phenomenal \$800m growth the company experienced with *Street Fighter* a few years ago. By getting a jump-start on the 32- and 64-bit game platforms, Capcom hopes to have titles ready when the next generation systems are released. (Sony and Sega are unsure of exact release dates.)

'We see a real advantage at having games available at launch,' says Thornton. 'It served us well with the launch of the SNES.'

She wouldn't comment on the cost of starting the R&D division, but she did say that Capcom's committed to spending whatever it takes to make the facility state-of-the-art. She also wouldn't talk about specific game

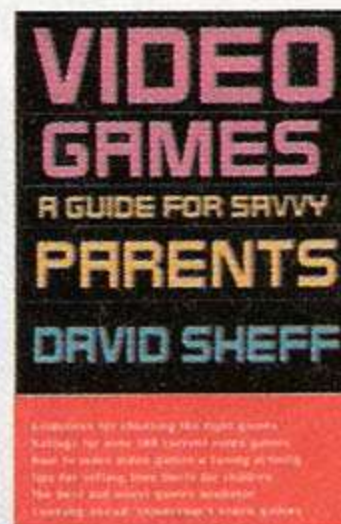
titles, although it's been heavily rumored that Capcom is working on *Dark Stalkers* and *Street Fighter — The Movie* for Sega's 32X. By the time you read this, the *Mega Man* cartoon series should be showing in your area.

Finish Him!

After exposing Nintendo in 'Game Over', David Sheff has returned again to dish out the skinny on video games for parents. His latest effort, titled 'Video Games: A Guide for Savvy Parents', covers everything from the worst video games to the Senate hearings on video game violence. While most will find the book informative, others will find it amusing and entertaining. For example: 'Mortal Kombat and its sequels are not only violent but repetitive. In fact, there isn't much to them, unless you enjoy convoluted combinations of frantic button-pushing.'

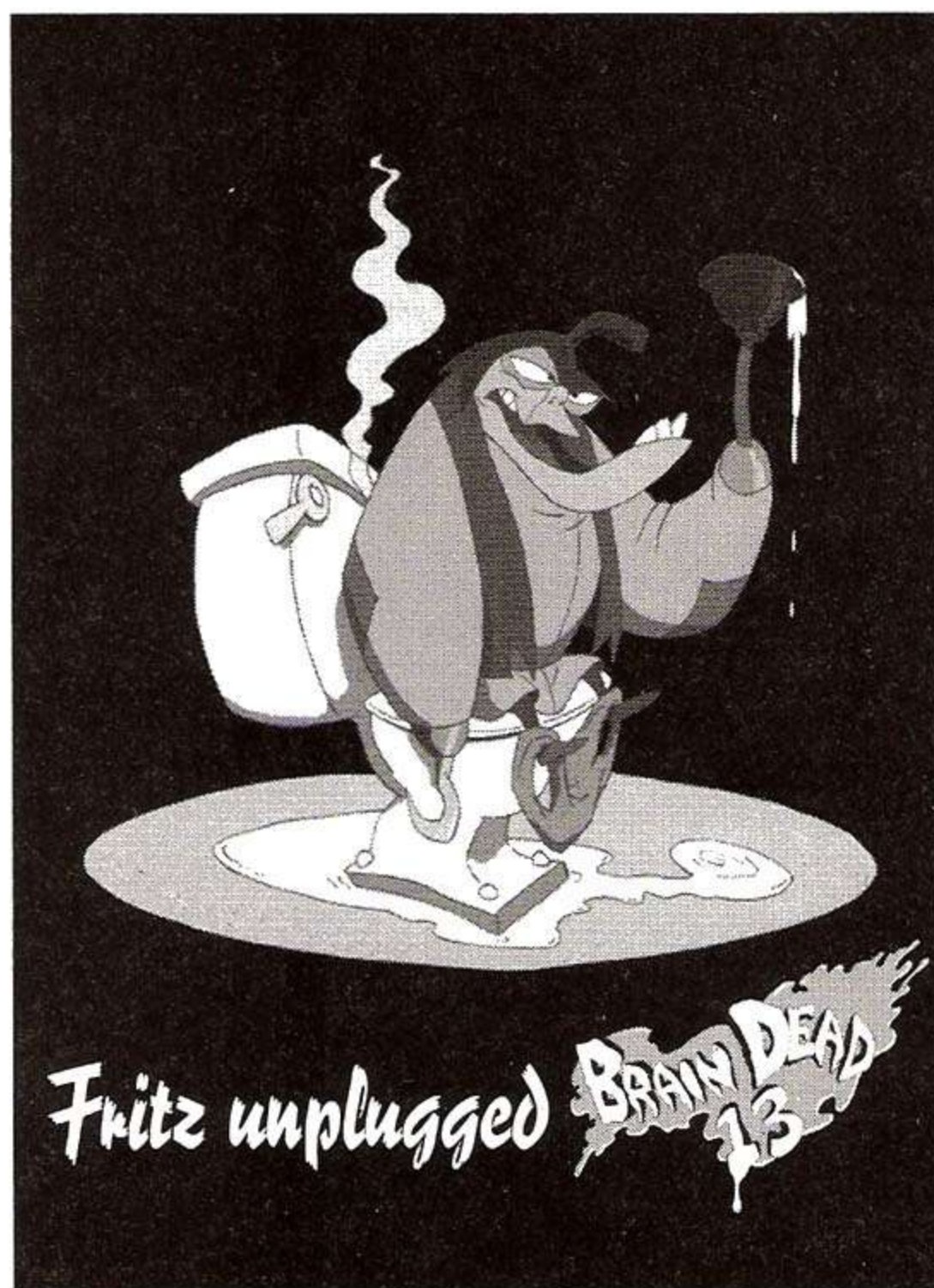
Obviously Sheff never had the joy of ripping Johnny Cage's spine out during a finishing move.

While Sheff's 'Game Over' is still an industry staple, his parents-eye-view of the video game biz is worth a look — even if it is just for a good laugh.



A buying guide for the parents and a laugh for the kids.

A D V E R T I S E M E N T



FRONT PAGE

Truly Terrific Top Tens!

We got what's hot for wherever! Find out what's movin' and shakin' here and abroad. Discover what we're doing while we're supposed to be working! Find a cure for the common cold! (well, OK, maybe not that one.)

SOFTWARE ETC'S TOP TEN LIST

based on unit sales for November (all formats)

GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 Madden NFL '95	98%	7,#10	Genesis	Electronic Arts
2 Donkey Kong Country	93%	7,#11	SNES	Nintendo
3 NBA Live '95	89%	8,#2	Genesis	Electronic Arts
4 Star Wars Arcade	88%	7,#12	32X	Sega
5 Madden NFL '95	93%	7,#11	SNES	Electronic Arts
6 NFL Football '95	88%	8,#1	Genesis	Sega
7 Sonic & Knuckles	95%	7,#11	Genesis	Sega
8 Doom	n/a	7,#12	32X	Sega
9 NHL Hockey '95	95%	7,#11	Genesis	Electronic Arts
10 NBA Live '95	97%	7,#12	SNES	Electronic Arts

Oh, *Mortal Kombat II*! Where are you? It looks like interest in the blood dripping, spine ripping game has strangely ceased! Sports games are back in a big way with two versions of *Madden NFL '95* and two versions of *NBA Live '95* climbing all over the chart! In fact, with the exception of *Doom*, there really isn't much blood, guts and gore anywhere on the chart! The big boys are still very well represented here, with both *Donkey Kong* and *Sonic* holding on amid a gaggle of sports titles. Nice to see some 32X games, too.

BABBAGE'S TOP TEN LIST

based on unit sales for November (all formats)

GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 NHL '95	95%	7,#11	Genesis	Electronic Arts
2 Final Fantasy III	98%	7,#10	SNES	Square Soft
3 Mortal Kombat II	95%	7,#9	SNES	Acclaim
4 B. Walsh College Football	87%	7,#11	Genesis	Electronic Arts
5 Illusion of Gaia	82%	7,#8	SNES	Nintendo
6 Doom	n/a	7,#12	32X	Sega
7 College Football Champ	91%	7,#12	Genesis	Sega
8 Alien vs. Predator	90%	7,#12	Jaguar	Atari
9 Madden NFL '95	98%	7,#10	Genesis	Electronic Arts
10 Beavis and Butt-head	55%	7,#12	Genesis	Viacom

Now, we're not sure what the odds on this kind of thing occurring are, but we're convinced that they must be somewhere in the astronomical range. Compare this list with the list we published last month! Yep, that's right! Outside of *Madden NFL '95* and *Doom* coming on to the list, everything else is the same. It must be that these games are experiencing a sort of popularity tidal wave, for whatever unknown reason. Heck, even *Beavis and Butt-head* are hanging on, and that was something that no one would have bet hard cash on!

OUR OWN DELUXE TOP TEN!

based on what we're playing when we should be working!

GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 Virtua Fighter	n/a	n/a	Saturn	Sega
2 Super Bomberman II	86%	7,#9	SNES	Capcom
3 NBA Live '95	97%	7,#12	SNES	Electronic Arts
4 NHL '95	95%	7,#11	SNES	Electronic Arts
5 Motor Toon Grand Prix	n/a	n/a	Playstation	Sony Comp Ent
6 Jurassic Park	88%	6,#12	SNES	Ocean
7 Iron Soldier	85%	8,#2	Jaguar	Atari
8 Road Rash	90%	7,#11	3DO	Electronic Arts
9 Killer Instinct	n/a	n/a	Arcade	Nintendo
10 Samurai Shodown	85%	7,#12	Neo Geo	SNK

We bet that if you've read this list you're now drooling all over yourself. We got 'em! We got those new, powerful, beautiful machines in our hot little hands and boy are we playin' with 'em! Chris is infatuated with *Virtua Fighter* for the Saturn (we have an import version), while Jeff and Mike are fighting over the Playstation and *Motor Toon Grand Prix* like a couple of kids (well, what do you expect?). Bill seems to be the only dinosaur this month, as he keeps plugging his way through *Jurassic Park* on a SNES. But don't forget *Bomberman*! This game is just as popular as ever around here — we just haven't had enough time to get into it as much as we'd like. The *Killer Instinct* arcade machine has taken over our sales and advertising staff so much that we had to put the machine in another room.

Over Seas

TOP TEN FROM JAPAN

based on unit sales for November (all formats)



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 World Soccer Perfect 11	n/a	n/a	S. Famicom	Konami
2 Dragon Ball Z 3	n/a	n/a	S. Famicom	Bandai
3 Sankyo Fever!	n/a	n/a	S. Famicom	Japan Telenet
4 Mickey & Minnie M. A. 2	n/a	n/a	S. Famicom	Capcom
5 Dragon Ball Z	n/a	n/a	PC Engine	Bandai
6 Crusade of Centy	n/a	n/a	S. Famicom	Atlus
7 Kirby's Special Shot	n/a	n/a	S. Famicom	Nintendo
8 Feeder Emblem of Justice	n/a	n/a	S. Famicom	Yanoman
9 World Heroes 2	n/a	n/a	Neo Geo CD	SNK
10 King of Fighters '94	n/a	n/a	Neo Geo CD	SNK

Okay, we wanna clear up one thing right off the bat! That really 'great' prediction we made last month about *Nosferatu* being way up on this month's chart just didn't happen! So much for our psychic powers. You can all start laughing now — repeat after me — Ha, ha, ha! Now that we've gotten over that, check out the fact that a soccer game is back on top of this chart, as well as the English Top Ten. And *Dragon Ball Z 3* continues to hang on tough!

TOP TEN FROM THE U.K.

compiled by Gallup Polls



GAME	SCORE	ISSUE	PUBLISHER
1 FIFA Soccer '95	95%	8,#2	Electronic Arts
2 Donkey Kong Country	93%	7,#11	Nintendo
3 Micro Machines 2	n/a	n/a	Acclaim
4 Secret of Mana	93%	6,#12	Square Soft
5 Jimmy White's Snooker	n/a	n/a	Electronic Arts
6 Street Racer	73%	7,#11	Ubisoft
7 PGA Tour Golf	60%	7,#5	Tengen
8 Super Bomberman 2	86%	7,#9	Nintendo
9 Earthworm Jim	95%	7,#11	Playmates
10 Stunt Race FX	90%	7,#10	Nintendo

Soccer is back and with a vengeance! *FIFA Soccer '95* rises to dominate the British charts, while *Stunt Race FX*, the plucky little racing game, has dropped as far as possible without falling completely off the chart. And what the heck happened to *Mortal Kombat II*? We kind of figured that the 'Finish Him' fighter would come roaring back, after being pushed off last month's chart. There's a couple of racing games on board this month, as well as *PGA Tour Golf* and an interesting newcomer in *Jimmy White's Snooker*, a billiard game, of all things! Must help pass the time during those long, cold English winters.

WAR IS HELL

unless you're in a 40-ft. robot
with a rocket launcher
(then it's kinda cool)



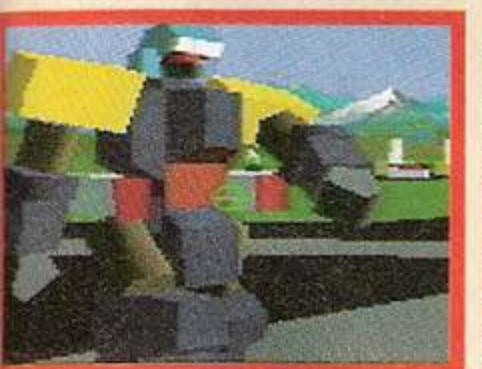
If you don't like the city you're in, use your rocket launcher to level it.



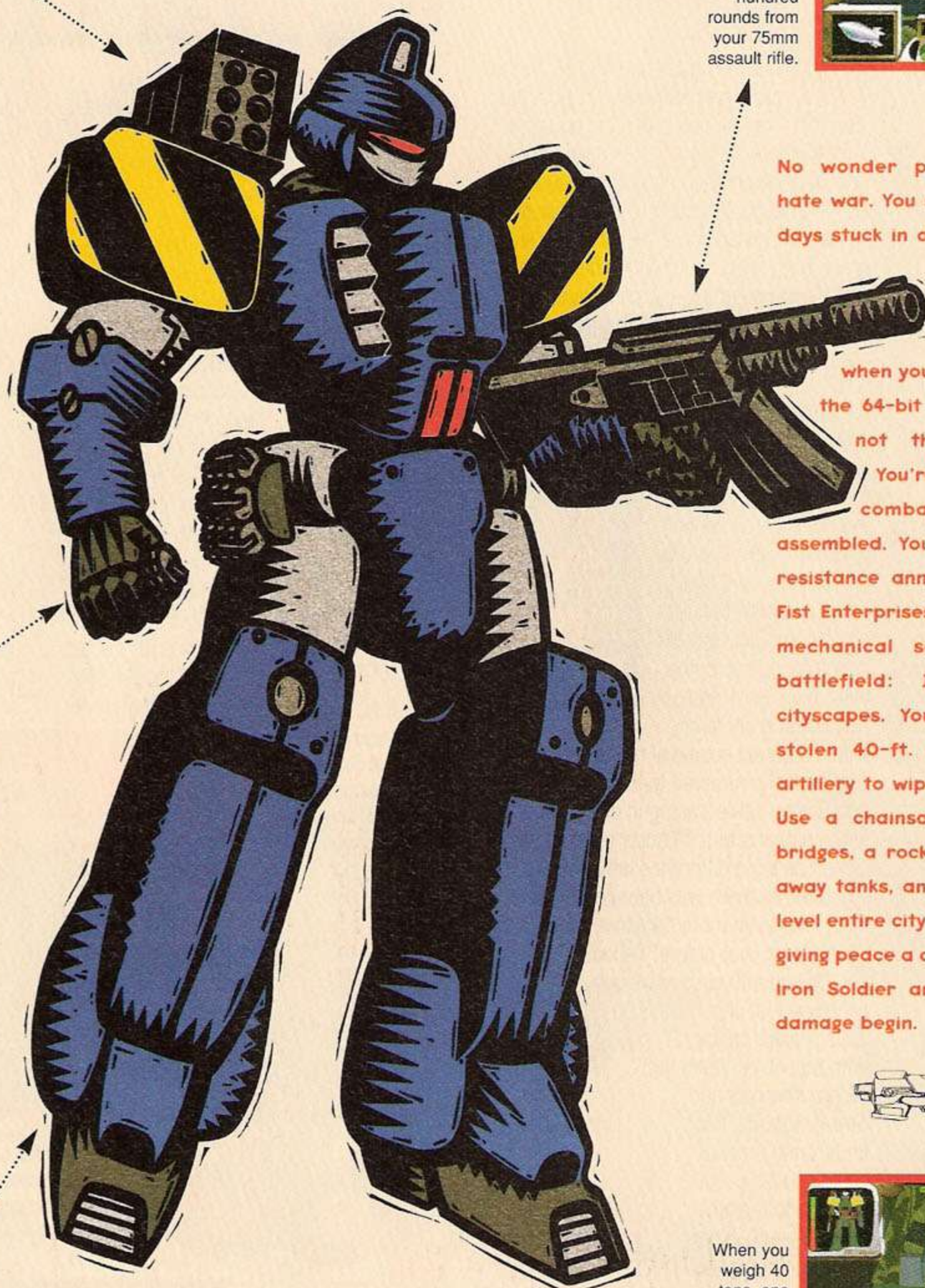
Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missile to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.



The scenery may change, but your objective won't. Destroy the enemy.

JAGUAR

6 4 - B I T

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INTERACTIVE MULTIMEDIA SYSTEM

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Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Iron Soldier and the Iron Soldier logo are trademarks or registered trademarks of Atari Corporation. Actual screens may vary. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



COIN-OP CRAZY

PlayStation this and Saturn that — who needs all that new-system tom-foolery, anyway? Am I right, guys? Guys? Hey, don't leave...

Power Instinct 2

Welcome again, one and all, to the most splendiferously concocted coin-op column in the country!

This is where we take a break from our next generation daydreaming and turn our attention to games that are even *more* powerful. The Saturn and Playstation are great, but you're never gonna be able to stuff as much stuff into a console as you can in a coin-op cabinet. Physics say so!

The arcade is the place to be these days. The first two Ultra 64 games, *Killer Instinct* and *Cruis'n 'USA*, should be out in full force by now, as well as the video game version of *Street Fighter* — *The Movie*. And, as if that wasn't enough to get you digging through the couch for quarters, the even-bloodier *Mortal Kombat III* is set to hit within the next couple of months! This latest version is rumored to have kept Kano and Sonya, while trading in everyone else for new characters. Midway insiders say to expect as big a difference between *MKII* and *MKIII* as there was between *MK* and *MKII*, with even more fatalities, tricks, and cheats than ever before! Yahoo!!!

This month ain't no slouch, either — just check out Atlus' *Power Instinct 2*. With the lull between the *Mortal Kombats* and *Street Fighters*, this underrated brawler could do some real damage to the other guys. After all, what other fighting game features the dreaded 'Flying Denture Attack'?

So until next month, remember the Coin-Op credo — 'Your quarters or your life!' And if that doesn't work, it's off to raid those wishing wells!

Power *Instinct* may not have caused quite the ruckus that the *Street Fighter* or *Mortal Kombat* games did, but it did manage to carve out a loyal following among die-hard fighting fans. Its fast-action and great control were comparable to the industry's top titles, but it was the game's unique brand of humor that put it in a class all of its own. (Who woulda' thought a grandma could be so scary?)

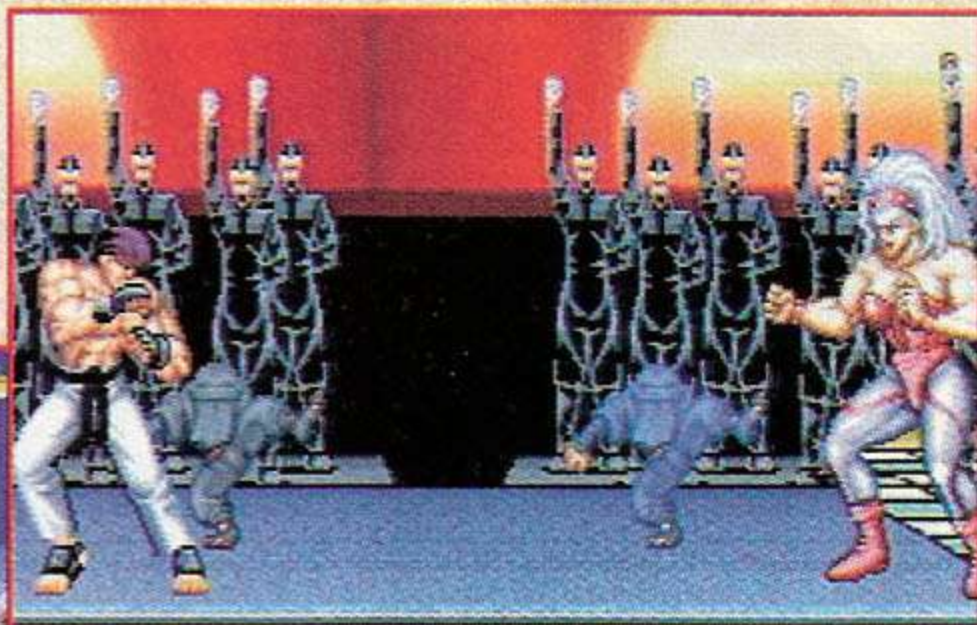
Building on that success, *Power Instinct 2* has shot out of the gate to surpass such titles as Capcom's *Darkstalkers* in early test markets. This new version features new characters as well as new moves for the old ones, with a few other surprises thrown in for

good measure. The action is fast and furious, with smooth control that's even better than the original. And yes, Grandma Oume is still tossing her dentures around!

Look for *Power Instinct 2* in the arcades now. It may not have Ryu or Liu Kang, or even a Kung Fu Bunny, but its tongue-in-cheek humor and totally great game play takes it way above a sea of lack-luster video fighting games.



You can pick from 13 different characters, from burly White Buffalo to seemingly docile Hananokoji.



The action in the game is fast and smooth, a testament to the game's appeal with hard-core fighting fans.

Those funky little ninjas in back cheer the fighters on. Don't let them down!



Keuth Wayne is the standard 'guy-in-the-jeans' brawler that all games seem to have. A good pick to cut your teeth on.



You Know It's Japanese Anime, When...

Cute little girls giggle as they beat the living hell out of you.



The legs are long and the camera is always in the rear.



At first glance this scene can be rather unsettling, but keep in mind that the little girl is about to kick the old guy's butt in a matter of seconds.



Every brawler has fireballs, but these really take the cake! Just remember — 'Stop, Drop, and Roll'.



Transformers- More than meets the eye

Some of the characters have two different forms. Grandma Oume is a prime example....

Let her get too close, and Oume goes for the dreaded 'Grandma Smooch'...



...which returns her to her youth, giving her new powers. So keep your distance!

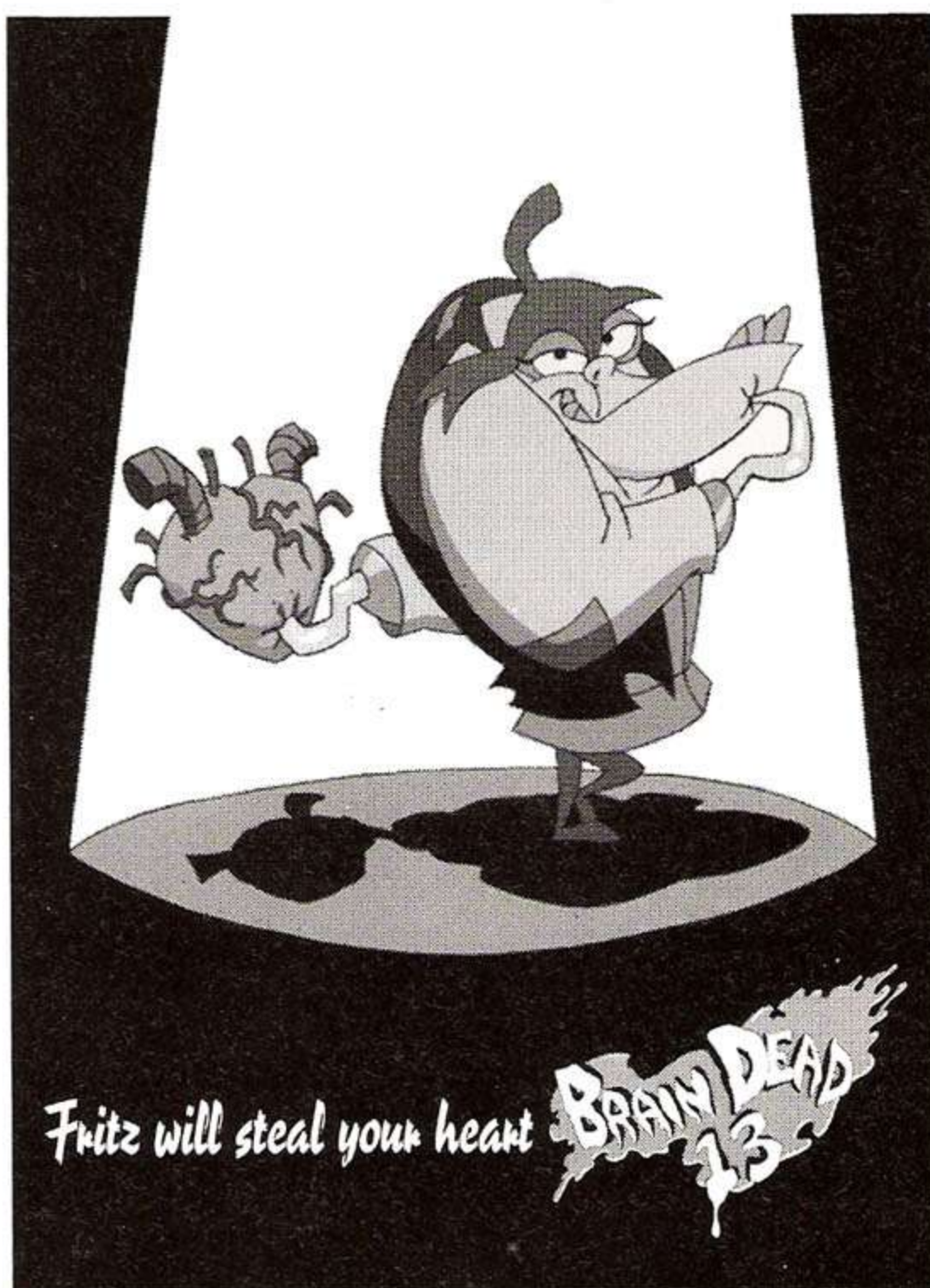


In between fights you travel from scene to scene shown on this map. A funky ninja shows you around the town.



When the Endurance Meter is full, you can perform the character's Super Attack. It whups 'em good! Here we see Grandma Oume's Endurance Meter kicking in. Now she's ready to kick butt! Go, Granny, go!

ADVERTISEMENT





MEAN MACHINES

They're just like pieces of the future that have somehow been sent back in time to amaze and amuse us all. They're here now, and this is just a sample of what they're able to do. Enjoy!

Iron Soldier

System: Jaguar •
Publisher: Atari •
Developer: Atari •
\$65 • now available

Take a tour of duty through sixteen devilishly challenging missions in *Iron Soldier*, a first person, fighting-robot game styled after *Robotech* or *MechWarrior*. Without a doubt, this is one of the best Jaguar games yet, and shows better than anything what this 64-bit doodad is capable of.

The filled-polygon 3-D graphics are simply stunning. The explosions are ear-shattering, and even the music is cool.



If there were more variety to the missions, and maybe a few more texture maps so it didn't look so much like you were adrift in a sea of Lego blocks, *Iron Soldier* would have edged over into Ultimate label territory. As it is, it just has to settle for being great.

One word of caution — don't think you can stand still for a second. The enemies never stop coming!



GENRE	action
PLAYERS	1
LEVELS	16
DIFFICULTY	medium
SAVE FEATURE	after 4 missions
MEGS	32

Woo-hoo! Lookit how everything done blowed up real good! Get 'em, Jake!



Don't think that you're the only robot on the block. If you run out of ammo, you've got to take this guy on with your big mechanized fists.

GP RATING **85%**

Kasumi Ninja



GENRE	fighting
PLAYERS	1 or 2
LEVELS	8
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	32

System: Jaguar •
Publisher: Atari •
Developer: Atari •
\$60 • now available

There seem to be a lot of bad fighting games for next-generation sys-

tems lately. Look at (or try your best to avoid) *Way of the Warrior* and *S.H.A.D.O.W.* for 3DO. Apparently they don't want to be left out, so Atari has released this clunker for Jaguar.

With characters like the Brawling Scotsman and the Amazon Queen, you can tell folks are starting to run out of categories of people who would know how to fight.

Please guys, give us all a break. There's the usual ninjas (twin ninjas, naturally), plus an assortment of scraping-for-original-idea characters like 'The Scottish Brawler' (you can tell because he's in a kilt) and 'The

Urban Vigilante' — these are the characters' actual titles, not just descriptions.

This is a bloody game, and the designers seem to think it would be cool for the

blood to stay on the ground where it's spattered, rather than to disappear after a few seconds. Other than that, you've seen it all before, and done better.

GP RATING **40%**

Blood, blood everywhere. And look, it stays on the ground! Ooo, what a bonus...

The character select screen looks OK — nicely rendered 3-D — but would you pay sixty bucks for a nice select screen?



Super Street Fighter II Turbo



Yes! The world's best known (not to mention best) fighting game finally arrives on 3DO, and it's a winner! It's all here, every character, every move, every background, and every grunt, groan and 'Ha-Ko-Den!'

It looks great in 24-bit color, sounds great in CD audio, and best of all, there's not even any wait for access time between rounds — well, OK, there is a little, but not enough to notice or distract you from the action.

System: 3DO •
Publisher: Panasonic •
Developer: Capcom •
\$60 • now available



It's here, the Super Combo finish. Don't leave home without it.

The only downside is a slight wonkiness to the controls. The buttons are laid out a bit strange, and that 3DO joypad just doesn't respond well enough to keep up with *SFII* pros. Every box does come with an offer for a 3DO compatible six-button controller. But this is really just quibbling. Overall, it's about the perfect package if you're looking for that *Street Fighter* fix and really need it bad.

GP RATING 96%

This is the best version of *SF* you can find, at least until Capcom learns to count to three...



Coming Soon

Checkered Flag — Jaguar



It seems every next-generation system has to have one racing game and one fighting game. Jaguar has *Kasumi Ninja*, and now it's got a racing title. Get the picture?

Fight for Life — Jaguar



A *Virtua Fighter* style fighting game that looks good to us!

Bubsy II — Jaguar



Everyone's favorite video game bobcat (well, OK, the only video game bobcat) arrives on a 64-bit system.

Zool 2 — Jaguar



One of the most underrated games of last year spins off a sequel. Check him out!

Shanghai, The Great Wall — 3DO

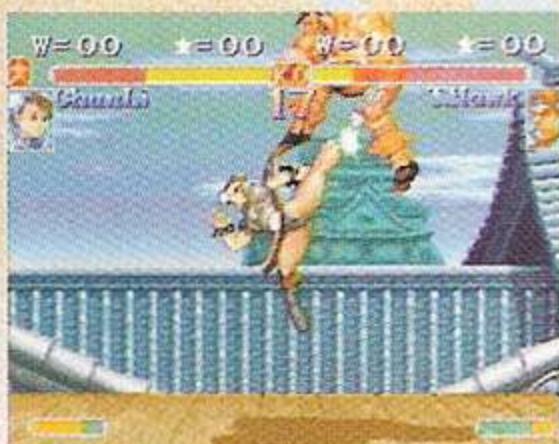


If you like this tile game from the Far East, you're gonna love this disk — promise.

Supreme Warrior — 3DO



Digital Pictures work its magic on this fighting game, filmed entirely in Hong Kong!



Oh yeah. It's *Street Fighter II* in 24-bit color, and Chun Li never looked so good.

GENRE	fighting
PLAYERS	1 or 2
LEVELS	17
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	CD

Off World Interceptor

System: 3DO •
Publisher: Crystal Dynamics •
Developer: Crystal Dynamics •
\$60 • now available

Well, *Off World Interceptor* is your basic chase-and-shoot sort of game, as you race across different planets in a souped-up 4x4, blasting anything that moves. As far as that goes, it's pretty cool. The pace is fast, the enemies are tenacious, and once you get going, you've got to keep shooting and hang on, because the action is almost too furious to keep up with. It works on its own jar-headed level — nothing special, but solid fun.

However, there is one kink. The game has the usual sort of digitized intro we've come to expect from a CD title — bad actors on a cheap set try to explain what you're doing and why — but in front of the screen there's two *Mystery Science Theatre*-style silhouettes of guys in easy chairs, making fun of how bad it is.



GENRE	action
PLAYERS	1
LEVELS	16
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	CD



OK, here's the deal — you're some sort of bounty hunter, and you zip across different planets, blasting everything in your path.

I'm not certain whether the designers planned to do this from the start, or whether they saw the footage and decided it was so awful they had to do something to make it presentable. Whatever the reason though, it's funny as hell.

GP RATING 78%

This *MST3K* rip-off is actually pretty funny. How many other games have the guts to make fun of themselves?



3DO / JAGUAR

GAME GOSSIP



Ready for some mouth-watering gossip? Well, grab a plate and belly up to the buffet of hot info we've got this month. Come and get it!

The Jaguar Roars

The butt-kicking coin-op *Primal Rage* is expected to come to the Jaguar system, however, Atari Games — the arcade division of Atari, not Atari Corporation (which includes Time/Warner Interactive) — will handle the title, as we reported in the October installment of Gaming Gossip. While we're 'roaring' about the Jaguar, how about a Jaguar/32X *Doom* comparison? While the 32X *Doom* moves smoother, it has a smaller viewing window than the Jaguar. So which is better? Ultimately, you will decide. But if you must have our opinion — we

There's a hot time in the old arcade tonight!



Currently in Development

Watch for a shooter called *Saturnside* (like suicide) to hit 3DO systems in the early half of '95. The game will be the very first 3DO 'shooter' and is being developed in-house at Morpheus Interactive. Sony Imagesoft has a lot cookin' in the kitchen. Take, for example, the PS-X version of *Mickey Mania* — the game is about 70% complete and, by the time you read this, it should be finished. (We've heard Sony may use the game as a launch title or pack-in for the PlayStation when the PS-X comes stateside.) Sony has also licensed *Spawn* from Image Comics. *Spawn* is the creation of former Marvel *Spider-Man* artist, Todd McFarlane — it's also the hottest comic book character around and if that isn't enough to make you *Spawn*-heads wet your pants — there's also a Saturday morning cartoon show and toy line in the works too! (Hey! Where do I get a TV show and a toy line?! I really could use the money!) Also in development from Sony, a *Final Fantasy*-type game programmed by the same team that did *Hook* and *Skyblazer*. And speaking of *Final Fantasy*, Square Soft is currently working on an action/adventure that will be the very first U.S. developed title. In the past all titles have come to the U.S. courtesy of Square of Japan. The new American development offices, called U.S. 1, have just been established and are expected to develop for all next-generation game platforms. Currently, U.S. 1 is working with Nintendo on an RPG for Ultra 64 — more details to follow.

We Got it Right

Were we surprised when those wacky kids at Sega gave us a buzz wondering where we got the pix for the upcoming 32X Sonic game, *Sonic Chaotic* and although we can't reveal our sources, we can tell you that Sega more or less confirmed the fact that Sonic will be making a 32X appearance sometime in '95 and you'll be 'red' with envy. We also hear that Sega is working to make 32X compatible with Saturn, (boy, the things you overhear at parties...)



Where the Heck Did that Come From?

Contrary to the rumor we heard (from Sony), there is no PS-X 2 development station in existence. Although, if one does come out, you heard about it here first. It's always been our policy to get there the fastest with the mostest!

Worms, Gargoyles and Dr. Wiley

Hey, if you haven't already found them, we suggest you check out your *Earthworm Jim* cart for some very cool hidden areas and map codes. Shiny and Playmates guarantee plenty of neat cheats — plus, expect the *E.J.* TV show to blast your tube sometime in the fall of 1995. In the meantime, look for an *E.J.* CD (which should be in stores now) and *E.J. 2!* Watch *Game Players* for all the exclusive info!!!

Awesome Saturn action in the form of *Virtua Fighter* is available now. The killer beat-'em-up came to Game Players courtesy of SOJ. Domo arigato, gozaimashita!

Sega continues to

build its stable of mascots with

Ristar. The cute shooting star of Sega's latest side-scroller has already joined Dynamite

Headdy, Sonic, and Knuckles in the Sega camp for the upcoming platform wars of 1995. Look for all these characters to go head to head with Nintendo's Yoshi, Mario and Donkey Kong when the wars really heat up in Christmas of 1995. Still, you may not even have to wait that long — we've heard Nintendo will beat everyone to the 64-bit punch by releasing Ultra 64 during the summer of this year!

Sign me up, baby!

Although we promised you info on Mattel's new VR headset, we'll have to dish out some rain checks — the technology is still looking for a home and unfortunately we have no new info...

Capcom's *Mega Man* compilation, *The Wiley Wars*, will appear on your Genesis after all. Oh excuse me, did we mention you need to be a subscriber of the Sega Channel to get it?

Finally, look for Disney's *Gargoyles* to be picked up by Capcom and *Pocahontas* to get snapped up by Virgin, plus expect to see the Kevin Costner *WaterWorld* extravaganza to be picked up (possibly) by Ocean.

Wasn't that tasty! Come on back next month for some more bits and pieces on Saturn, the PS-X and Ultra 64! GP



2099...SCARLET SPIDER VS. VENOM...SUICIDE RUN...MYSTERY OF CENTURY...STARBLAST...

PETER PARKER NO MORE...WEDDING OF SCOTT & JEAN...THE PHALANX

ATTACK...SAVAGE HULK IS BACK...GHOST RIDER REBORN...SPIDER-CLONE RETURNS...JEAN



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'95 LAIRTM MARVEL ANNUAL

THE MOST COLORFUL EVENTS OF LAST YEAR ARE HERE!



GREY VS. SABRETOOTH...FIGHTING CHANCE...FALL OF THE HAMMER

HARDWARE



In this installment of Tech Talk, we take you on a guided tour of the XBAND gaming network. Plus, we check out Virtual Boy and a hot new joystick for the 3DO system.

Flightstick Pro

Price: \$99.95-129.95 • now available

One of the most FAQs (frequently asked questions) we get from 3DO players usually concerns peripherals — what's coming and when can we have it? Up until now, 3DO players have been confined to using the Panasonic 3DO pad, but now, as 3DO's market share continues to grow, so do the requests for add-ons, and companies are finally beginning to fill those requests.

Among the first to do so is CH Products, a company that has primarily concentrated on the PC market. One of their most popular PC products, the Flightstick Pro, is the first peripheral to be converted to the 3DO platform. Just like its PC predecessor, the stick is sturdy and well made. (CH Products makes all their own molds and guarantees a superior product — we tend

to agree.) Currently The Flightstick supports a limited number of products, including VR Stalker and *Super Wing Commander*, but CH Products is working with software producers to ensure compatibility with future titles. Finally, the stick is expensive — but if you want quality, you gotta pay for it.

GP RATING

88%



XBAND

Price: \$69.95 • now available

After a million rounds of *MKII* your buddies down the street don't offer you much of a challenge. But you still can find competition — if you know where to look. Enter XBAND, a device that enables you to connect your Genesis or SNES to the telephone system so you can play games against anyone in the country.

A Guided Tour of XBAND

1. With Catapult's XBAND modem plugged into your Sega Genesis or Super Nintendo game system, you become instantly connected with other XBAND gamers!
2. Once the XBAND is inserted into the Genesis or SNES game slot and attached to a direct phone line, simply plug in one of the five games currently supported, create a character and access the network! A user-friendly interface even allows you to take a quick look around the BAND while waiting for a little head-to-head action.
3. Log onto XBAND by selecting the challenge icon. After about 14 minutes of thumb twiddling (challengers are in somewhat short supply while the system is in its infancy) the network finds a match for you. Despite the miles of phone lines between you and your opponent, the game plays just like you're both in the same room.
4. After each game, the XBAND offers a rematch option or the ability to chat with your rival in real-time typed messages on a split screen.
5. Each connection with the XBAND network costs one credit. A standard account includes 32 credits per month for a \$7.95 fee. The X-Mail area costs one credit to enter, and allows players to post bits of gaming and world news daily. XBAND members can also send and receive messages to and from other XBAND'ers.
6. The modem's battery back-up keeps track of each account holder's overall stats and specific win-loss records against players on a personal play list. It also stores each player's code name, character icon, taunt, and personal information.



GP RATING

94%



It's official — finally. Nintendo will release a 32-bit hand held system with 3-D imaging technology. The system, called the Virtual Boy, was previewed at the Shoshinkai Show in Japan after months of rumors and uncertainty from Nintendo.

Game Players has been following the system since September of last year and in addition to being the very first video game mag to break the story, *Game Players* even had the opportunity to check out the technology. Here's what it looks like...



The controller resembles the PlayStation controller, with two handles for better play. Notice the additional directional pad on the right hand side. Supposedly the unit will adapt for lefties too.

TITLES ANNOUNCED IN JAPAN

In addition to these titles HudsonSoft and Square Soft are supposedly working on games too. Plus expect a *Space Harrier*-like shooter.

SPACE PINBALL
TELERO BOXER
MARIO BROTHERS VB

GET MORE OUT OF XBAND

- Don't use codes. You find the experience more enjoyable when both players are on equal ground. (Unless, of course, one player needs to be handicapped.)
- Play during prime time. This heightens your chance of getting an opponent you've never played before — and increases the challenge (and the cost of your call if you're playing long-distance).
- Mind your manners. During the post-game chat, be careful to watch what you say to other players. Don't call them losers or cheaters — be a good sport.
- Have fun! From creating your character to sending mail, have fun on the XBAND — it's all for you!

Virtual Boy

While everyone is working on 64-bit hardware, Nintendo has announced that it intends to release a 32-bit hand-held that easily out-powers the Game Boy. But this machine is more than just another hand-held, hence the word Virtual in its name.



The system is shaped like a viewmaster box with a short cable that attaches it to the controller. The

viewbox also has two small stereo speakers on each side that will provide

"surround sound." It's possible this configuration may change when the system is brought to the States in April, but it's very doubtful.



By looking into the window, you see a 3-D image, the

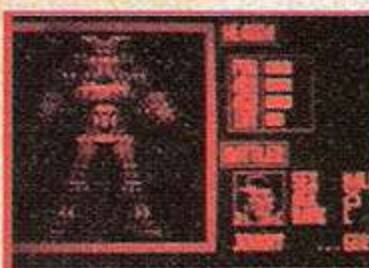


image is projected in a red LED over a black background.

The images seem to come out of the background with a great feeling of depth. These images are from *Mario Brothers VB* and an RPG.

THOSE SPECS

Display: Oscillating mirror that scans LEDs

CPU: 32-bit RISC chip

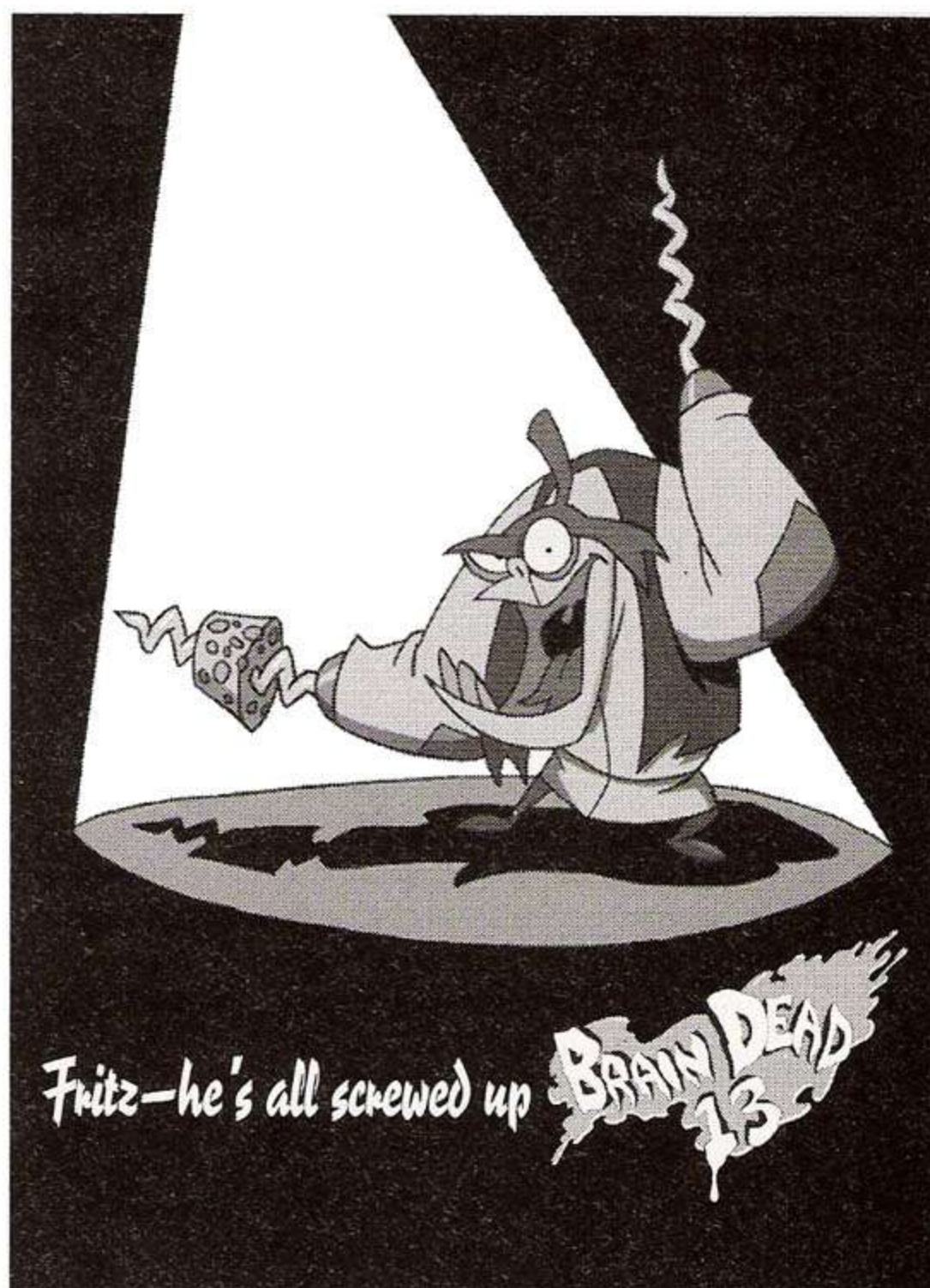
Dimensions: Main unit, 21.7cm. wide, 25.4cm. long, and 11cm. high

Weight: 760 grams for main unit

Electrical Source: 6 AA batteries, or AC adapter (same as used on Nintendo 8-bit machine)

ROM Cartridge size: Length 6.8cm., width 7.6cm., thickness 0.65cm.

A D V E R T I S E M E N T





RISING FUN

To cheat the Federal Government, tax outlaw Mike Salmon is writing off his Italian loafers, German beer, and Geisha girls as business expenses!

By the time you read this, the Sega Saturn and Sony Playstation will be flying off the shelves and into the homes of lucky Japanese gamers, but the 16-bit platform isn't dying yet. Super Famicom games are still coming out by the truckloads and we've got a look at a couple of good ones.

Import versions of the Saturn and Playstation should make their way to selected import shops sometime soon, but expect to pay a very hefty price. Until the super systems come over here, we'll keep giving you all the info and news, just to make you drool (aren't we mean?).

Meanwhile, on the import charts, *Hagane* shot onto the Top Ten shortly after it arrived, but *Dragon Ball Z 3* still held firm at the number one position. Why isn't anyone buying 3DO imports? It's a great way to expand your 3DO library, if you can get past the Japanese dialogue.

That's a wrap, but, like John Travolta, I'll be back and better than ever, unless the Feds find me first! Gulp!

PANIC BOMBERMAN

Publisher: Hudson Soft

Price: \$99.99

Genre: Puzzle

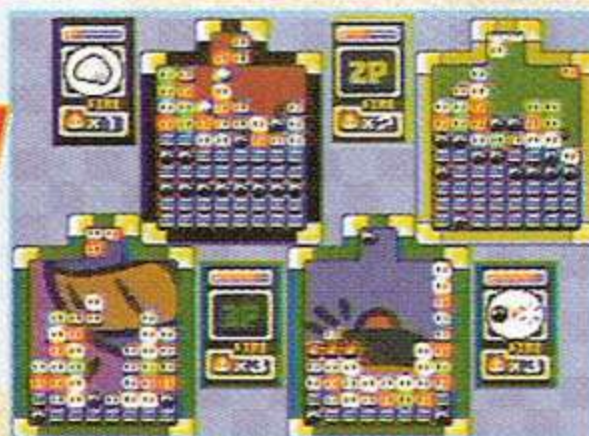
System: Super Famicom

Bomberman is my life! So naturally, when *Panic Bomberman* came in I wasted no time in getting right to it. Much to my dismay, *Panic Bomberman* is a puzzle game, not the bomb dropping frenzy of *Super Bomberman*. However, *Panic Bomberman* is a great little puzzle game.

The people at Hudson Soft have put the loveable Bomberman face into the first 4-player puzzle game. If you love puzzle games and you have three friends who enjoy them too, then this game is a must have. Four-player puzzling is a blast and who better to be in the game than Bomberman, the four-player king. No plans for an American version yet, but I'm sure we'll see one in the next year.



Those little, explosive anarchists are at it again! Looks like someone's about to be nuked out of existence! You've gotta be a master puzzler to make the computer cry 'Uncle!'



Three friends and a multi-tap gives you the ultimate in puzzling, four-player excitement. Yahoo!

WHAT'S A FAMICOM?

A quick key to let you know what is what and who is who!

■ Super Famicom	SNES
■ Famicom	NES
■ Mega Drive	Sega Genesis
■ Mega CD	Sega CD

TOP TEN IMPORTS

The Japanese imports selling most in the U.S.

GAME	SYSTEM
1 <i>Dragon Ball Z 3</i>	Super Famicom
2 <i>Nosferatu</i>	Super Famicom
3 <i>Pulse Man</i>	Mega Drive
4 <i>Samurai Spirits</i>	Super Famicom
5 <i>Fatal Fury Special</i>	Super Famicom
6 <i>Yu-Yu Hakusho 2</i>	Super Famicom
7 <i>Dragon Ball Z 2</i>	Super Famicom
8 <i>Ranma 1/2 Part 3</i>	Super Famicom
9 <i>Hagane</i>	Super Famicom
10 <i>Gundam GX</i>	Super Famicom

• This month the software covered was provided by Game Stuff. Call (213) 724-5733 to order yours.

HAGANE

Publisher: Hudson Soft

Developer: Red

Price: \$99.99

Genre: Action/Adventure

System:

Super Famicom

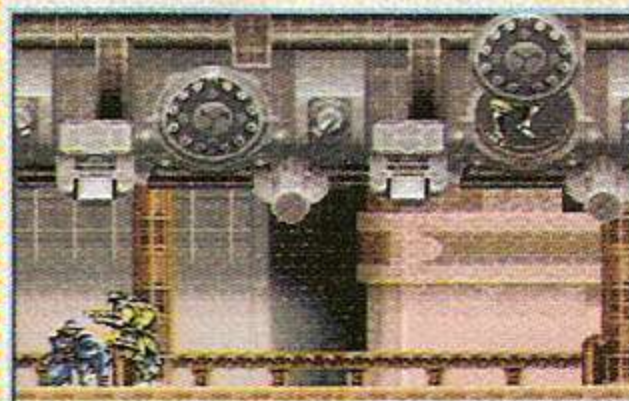
Special moves like this separate Hagane from many others.



Samurai meets Contra. You take control of the last ninja (how come it's always the last ninja?) and run him from side to side slashing and blowing your way through five intense levels. Along the way several weapons await to help you get through; weapons like



A variety of weapons like these grenades give you many ways to cause destruction.



Big bad bosses wait around every corner, making this game a tough one.

shuriken throwing knives, grappling hooks, grenades, smart bombs, and more. *Hagane* is more than another side-scroller, because of unique moves that depend on whether you've flipped once, twice, or three times and the intense gaming challenge.

Hagane doesn't push the envelope of technology or even bring much original gameplay to the table, but what *Hagane* does, it does well. It plays very solid and it's darn fun. An American release of this game is possible, but not very likely. So if you're itchin' for the shuriken throwin', grenade tossin' action of *Hagane*, you need the import version.

CONVERTED!

Play all the newest imports on your SNES and Genesis for only \$25. The converter is also available for Sega CD for \$50. You can get these converters and all your import needs from Game Stuff and other importers — check the ads in this issue.

ARE YOU UP TO WEARING THE HAT?

INDIANA JONES' Greatest Adventures

PLAY
THE
TRILOGY

RAIDERS
OF THE
LOST
ARK

THE
TEMPLE
OF DOOM

THE
LAST
CRUSADE

Just because you can name all the bad guys from the Indiana Jones trilogy doesn't mean you've earned the right to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!



It wouldn't be Indy without Mode 7 graphics... Whoa, Dr. Jones, look out for those Messerschmitts!!!



You'll need your Indy ingenuity to survive the likes of Rene Bollog, Colonel Vogel and all those booby traps.



Raiders Of The Lost Ark. The Temple of Doom. The Last Crusade... Three adventures. All you!



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SNEAK PEEK

The games just keep coming and we haven't had time to give a full play to all of 'em. So we present a couple of screens and what we know about games that are gonna be put through the full review process in months to come.

NBA Jam: Tournament Edition

Acclaim for SNES and Genesis



Chris Mullin skies way above the rim. Looks cool, but let's get real — he couldn't get that high with jets in his sneakers.



The options screen now includes the popular juice mode so you can fly even higher.

March madness is on its way, and we're not talking about that silly tournament of 64 amateur teams. We're talking *NBA Jam: Tournament Edition*! The arcade hit is coming to SNES and Genesis this March and it's bringing all the excitement, codes, and more!

The player rosters are totally updated with the rookies and trades. Each NBA team has three players to choose from (two play at a time), and there promises to be more codes than ever. What secret characters can you call on to lace 'em up? Elvis? O.J. Simpson? Kurt Cobain? Jeffrey Dahmer? Cindy



Grandma gets up in typical *NBA Jam* fashion.



Doesn't that look like Eric Montross? And what kind of uniforms are those? Only time will tell (Acclaim certainly won't).

Crawford? (We made these up. They are fictitious, so don't go spreading rumors of their existence) Acclaim won't tell us much of anything yet, but we're gonna find out — somehow, some way.

The first *NBA Jam* for the SNES and Genesis was an enormous hit, but has the original excitement worn off? Not likely. Is *NBA Jam Tournament Edition* just another way to squeeze more dough out of the same game, or is it a significant upgrade of a great game? Keep your hoop-lovin' eyes on these hallowed pages for the full scoop as it develops.



Shaq and Horace are ready to make magic — in the NBA and the game.

Weaponlord

Namco for SNES and Genesis

Combat with a cutting edge! Prepare yourselves for the barbaric weapon-wielding action of *Weaponlord*. Namco promises a fighting game like no other, and we hope it's right. Come March, everyone gets a chance to tackle the 'unique' weapon-to-weapon fighting of *Weaponlord*. Is there gonna be blood, Fatalities, or the like? No word on bloodshed, but Namco is promising more combos than in any fighting game. We're gonna hold onto our mighty pens until we see whether *Weaponlord* cuts up the competition or just scratches the surface.



Spooky backgrounds like this have us anxiously awaiting a chance to test out *Weaponlord*.



Smooth backgrounds, big barbarians, and big axes should make for some interesting fighting.

Metalhead

Sega for 32X



Can't even take a nice mechanized walk in the streets without some hoodlum robot taking pot-shots at you for your high-tops.

Mechanized destruction is sure to bring a smile to 32X owners, of course, so should any software to expand the small — but growing — 32X library. Next month we're gonna have more on this robo-shooter, due out in Feb.

X-Men: The Clone Wars

Sega for Genesis

After the huge success of the first *X-Men* game for the Genesis, Sega took its time putting out the second. Hopefully, its time was well spent and several improvements have been added. A wider variety of mutants, new moves, and tougher bosses are all promised when it's released in March. More coming next month!



The blizzard's coming down and Wolverine is scratching up the furniture again. All this, and more!

FIRST GLIMPSE

LOOK TO THE FUTURE



Remember going to the movies on Saturday and cheering for all the coming attractions? We like to think of this section as kinda like that, so let's all start cheering for these glimpses of future games.

Fatal Fury Special

Bogard cult strikes back!

Fatal Fury fans, unite and be glad! This here little disk packs in all the characters from *Fatal Fury Special*. Oh yes, the Bogard brothers are back, and hell's coming with them! Does that sound too good to be true? Well just wait, 'cuz there's more!



Like, wow, man... Sixteen fighters, plus a few surprises.

As you might well imagine, the Sega CD version of this cult wonder delivers vastly improved sound and music, as well as some kicking backgrounds (there's always some-



You can count on every single character to whip out the moves that made them famous — or infamous, as the case may be.

thing moving somewhere — try not to let it distract you). And as if that weren't enough, we'd swear they managed to squeeze some extra color out of that Genesis palette, 'cuz it looks nearly as good as



And look, isn't that Mai? Hey folks, why only one woman out of all these brawlers, anyway?

Fatal Fury has ever looked on any system.

So, does this sound good enough for you? Well, belly on up to the counter, folks. This one might be going fast.



And rest assured that even some of the lesser appreciated *Fatal Fury* characters are still in top form. Go get 'em, Big Bear!

SEGA CD info

PUBLISHER	JVC
DEVELOPER	SNK/Funcom
DATE	January
GENRE	fighting

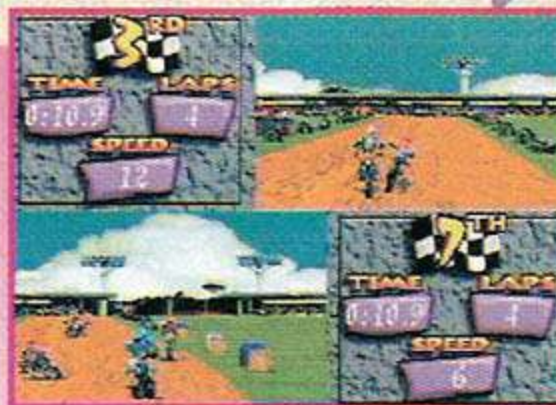
Motocross Challenge

Get muddy!

Sega continues its big push to expand the list of 32X titles. If *Virtua Racing Deluxe* doesn't do enough to satisfy your appetite for racing action (and that would take a huge appetite, let's face it), try something with two wheels and a dirt track on for size.

This is bike racing at its down and dirtiest. A frothing plethora of increasingly unfriendly tracks keeps you on your toes and your foot on the shifter.

OK, so it might not make you forget *Road Rash*, but how many other games are gonna let you drive through the mud, smash into another hapless driver, and come to a screaming, dusty halt across the finish line? Hey, not many.



Oh, and keep in mind that the game also has a two-player mode. Looks... really... small.



But hey, to the winner goes all that prize money! Hey Jake! Now that you've won your first race, what are you gonna do?



Woo-hoo! Get your motor runnin'! This is down and dirty motocross action — 32X-style!

32X info

PUBLISHER	Sega of America
DEVELOPER	Sega of America
DATE	January
GENRE	racing

Mega Bomberman

Bombs away!

One of *Game Players* favorite office time killers finally arrives on Genesis. No foolin' — in its multiplayer battle mode, *Super Bomberman 2* has kept the entire *Game Players* staff crowded around the screen, controllers gripped tight in our hot little hands, trying desperately to blow each other to smithereens. For honor, for glory, and more than once, for cold hard cash.

And now we have the Genesis version. *Mega Bomberman* adds a few new wrinkles. There's a whole slew of different Bombermen to choose from, so you don't look exactly like the other guys on the field. Initial tests were promising, but we're gonna keep plugging at it just to make sure it plays well. Tough job, but somebody's gotta do it.



The Genesis version of *Bomberman* lets each combatant put a slightly more personal touch to his on-screen persona.



Note the live critters you can find and ride on the versus battle screen — an odd new wrinkle for our favorite little explosives expert.

The one-player adventure mode adds new, multi-part playfields connected by little bridges — ain't they cute?



GENESIS info

PUBLISHER	Hudson Soft
DEVELOPER	Hudson Soft
DATE	now available
GENRE	action/strategy

Brutal: Paws of Fury

You're an animal!

Everyone's favorite game of cartoon fighting animals has taken a leap 32,000 colors into the future. That's right, it's *Brutal: Paws of Fury* for 32X!

The Sega CD version of this nifty little title has sold extremely well, and now GameTek has added some new characters, a few new surprises, and improved the move system a little. Sound cool? Hell yeah!

Only a couple of pictures to show so far, but there's more than enough cartoony goodness to give us pause and make us sit up and beg for more.



The 32X version of *Brutal* sports improved graphics and some new characters.



And the couple of new characters we've seen are looking even more cartoony than the last batch. Let's keep an eye out for this one!

32X info

PUBLISHER	GameTek
DEVELOPER	GameTek
DATE	March
GENRE	action

Bouncers

Follow the bouncing ball

Just when you think you've seen 'em all, along comes something, well, different! Such is *Bouncers*, a bizarre combination of fighting game and basketball shootout, where you are the ball!

That's right, the bouncers in question are a group of little rendered basketballs. The idea is to run around the court (and let me tell you, these folks have some pretty weird ideas about what a court should look like), jockeying for position, trying to jump and bounce off your opponent so you can get high enough to drop through the hoop.



But who ever thought we'd play on a court with hoops held by monkeys? Strange world. Somebody oughta sell tickets.

Sound a little strange? Well, this group of bouncers all come with names like Tank, Spike, Zap, and Ugh and Gog. Some days, things start off a little out of the ordinary and just get curiouser. *Bouncers*. Go figure.

The idea here is to bounce off your opponent (hence the name, I guess) to get high enough to drop through one of the hoops.

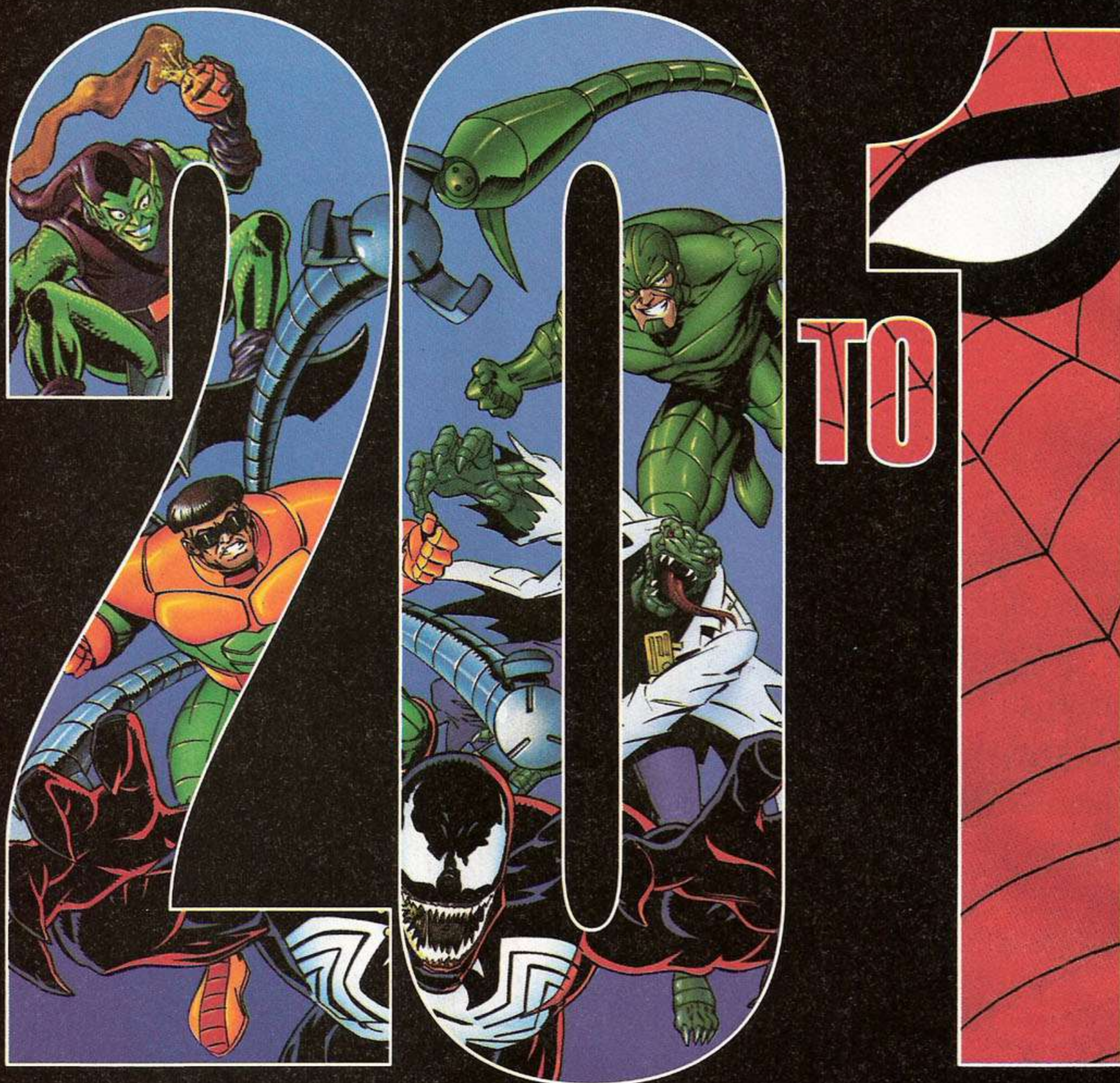


Check out the guys you've got to choose from. A stranger batch of basketballs you're not likely to find.

SEGA CD info

PUBLISHER	Sega
DEVELOPER	Dynamix
DATE	now available
GENRE	action/strategy

ON THE HORIZON



THE ODDS ARE AGAINST YOU.



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FLAME ON! THE HUMAN TORCH™ HEATS UP THE BEETLE™!



SPIDEY GETS THE "JUMP KICK" ON VENOM™



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GENESIS™

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Acclaim
entertainment inc.

REVIEWS

No, we're not Siskel and Ebert, even though we do have a thumbs up symbol. Face it, if we were those guys, our number one games would be stuff like *Ishtar* and *Heaven's Gate*. Trust us, you're much better off with our group of self-centered megalomaniacs and the bunch of great games we've reviewed this month. Plus, you don't get a thumbs down, either!

INFO BOXES

Where you need to go when you need to know!

REVIEWER

You can trust your car to the man who wears the star, but you wouldn't want to turn your back on any of these guys — especially if you were a video game cart!!!

OPINION

Yeah, yeah, everybody's got one. But you can trust us. We'll make sure that you're always in the know!

Publisher: Nintendo • Developer: Taito • now available • \$29.95

SPACE INVADERS

With enough 70's music to kill Rick Dees, Vince Matthews set out to conquer that classic shooter — Space Invaders. Far out!

Where there was Mario, before there was Sonic or Earthworm Jim, there was *Space Invaders*. Those of you who are actually old enough to remember the simple shooter also remember that your main concern was staying alive and keeping alien invaders from landing on the Earth. It was a simple premise — kill or be killed — and when it made its debut in 1978 it was the hottest arcade sensation since the lovely name *Donkey Kong*.

These relentless creatures are back, now in *Space Invaders* for Game Boy.

Check it out! The original *Space Invaders* is still going strong. It's about time they brought me my head and the Game Boy!

old Super Game Boy, and they haven't changed one bit. They're just as mindless as ever, just as addictive as they were in the arcades of yesteryear. *Space Invaders* is the only official Game Boy version of this classic, and it's a chance to relive a classic era of video games, but it also offers an opportunity to own all four versions of the original *Space Invaders* arcade machine. Just like Donkey Kong for Game Boy, the *Space Invaders* is played on a Super Game Boy, which is a "handheld" into a classic arcade machine. The outside screen border assumes

There are the brainiacs who keep coming as you keep firing. That's really all you need to know.

This is your cannon. Use it to stop the pesky aliens.

Barriers protect you from wily invaders.

UFOS occasionally slip across the top of your screen. Blast 'em for extra points. Now's that for a challenge!

48 GAME PLAYERS

GAME BOY info

GENRE: shooter
PLAY: 1 or 2
LEVELS: tons
DIFFICULTY: medium to hard
SAVE FEATURE: you're kidding, right?
MEGS: 4

RATINGS

GRAPHICS
9 Everything looks exactly like the arcade original on Super Game Boy.
9 Both backgrounds and characters are faithful to the original arcade versions.

MUSIC & SOUND FX
9 Not a single sound has been changed from the original game.
9 The dinky Game Boy speaker reproduces the sound bits flawlessly.

INNOVATION
3 The same old game does make use of the Super Game Boy in a weird way.
3 I sure would have liked to see an updated version, like *SD 2000*?

GAMEPLAY
7 This game plays and feels just like the original *Space Invaders*.
7 That's because it never could shoot more than one missile at a time. Duh!

REPLAY VALUE
7 It's *Space Invaders* and they keep coming as long as you let them.
7 I can certainly understand why we moved onto bigger and better things.

OVERALL 80%

GAME SCREENS

We have heard rumors of a tribe high in the Himalayas that use our colorful pics to decorate their bodies during their full moon rituals!

GAME PLAYERS ULTIMATE AWARD



Thumbs up means a lot of different things — everything's OK, way to go, and in Zambia, it's an ancient slander on your ancestry. Here it means a game cart has earned a score of 90% or higher from our reviewers and is therefore a great game.

GAMES REVIEWED

Bassin's Black Bass 60



Cosmic Carnage 36

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NOW PLAYING 110

COSMIC CARNAGE



Always the gentleman, Mike Salmon once pushed and shoved his way onto the last life raft on a sinking ship yelling, 'Women and children my ass!'

Here we are again. One escape pod, eight mutant warriors and one great reason to fight — survival. *Cosmic Carnage* is the first fighting

game for the 32X and there is plenty of room for improvement. On the positive side, there is blood, special moves, eight unique characters, finishing moves, optional armor, and the screen scales in and out (similar to the arcade version of *Samurai Shodown*).

However, blood, special moves, and finishing moves aren't new and none of them are any better than in previous 16-bit fighters. The scaling screen is a testament to the power of 32X, but when the screen scales in close all you see is pixelated, poorly-detailed characters, which is a testament to the rush-job quality this game has.

As for the armor, that's the one good thing about this game. Four of the characters can choose what level of armor they want to use. The heavier the armor is, the less mobile and more powerful the characters are, and vice versa (low armor



A armor is chosen at this stage. Put on all the armor and you look like you're ready to go skiing.

= faster, weaker). And during battle the armor can be knocked off, changing the entire complexion of the fight, since some special moves can only be pulled off while wearing full armor.

So how does *Cosmic Carnage* compare to 16-bit faves *MKII* and *SSFII*? Honestly, *Cosmic Carnage* isn't even in the same league as the others. The backgrounds are

motionless and could've been done on a



Cutting bodies in half is always fun, but not real easy to pull off in CC.

Game Gear, the characters are so pixelated you'd think they were drawn by the blind in crayon, and the fighting is sluggish and totally uninspired.

Doom, *Star Wars Arcade*, and *Virtua Racing Deluxe* showed great promise for the 32X, and despite *Cosmic Carnage*'s many flaws it shows enough to keep hopes high for the future of 32X. **GP**

RATINGS

GRAPHICS

- 6** For a 16-bit machine, the boring backgrounds and pixelated characters are bad...
 However, this is 32-bit gaming and there is no excuse!

MUSIC & SOUND FX

- 6** The music is catchy, but it's too repetitive and simple.
 The sound FX are over-dramatic and out of place.

INNOVATION

- 7** Choice of armor, and being able to knock the armor off add a twist.
 Zooming camera is the only thing that couldn't have been done on a Genesis.

GAMEPLAY

- 6** The variety of characters, interesting special moves, and smooth animation give CC some life.
 The fighting is awful!

REPLAY VALUE

- 6** Figuring out finishing moves is sure to keep some playing.
 The poor fighting and disappointing graphics aren't easily overlooked.

SEGA 32X info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	8 characters
DIFFICULTY	variable
SAVE FEATURE	none
MEGS	16

OVERALL

61%

COSMIC CHARACTERS

Eight reasons to bring your own escape pod!

Tyr, fully suited up and ready for battle, seems to have a little trouble getting a hit in.



Yug may be some sort of mutant ape, but when it comes to catching the escape pod he doesn't monkey around.

Naruto's quickness keep his foes on their toes at all times.



Once the star of *Alien* movies, Deamon has a scary name and some real silly kicks like this.

SCALING!

And they said it couldn't be done!

Cylic is one tough grasshopper with some sweet moves like this.



Zena-lan takes the brunt of this blow, but this spiky haired girl has a few tricks of her own.

Naja is some sort of magical snake with arms, but the tail is still the whip!



Talmac may take a few shots like this, but he delivers a few as well.



Medium range still looks OK and is the most common view.



Zoom in close and find all the flaws in the graphics.

A SECOND OPINION

It's not every day that a hit fighting game is released, and *Cosmic Carnage* is a prime example. I think that the game is actually a little better than Mike says, but there's no denying that the first 32X brawler is a disappointment. On the plus side, I was impressed by the smooth-moving characters and the armor feature, but finally the game offers nothing more than a bland version of what you already have on your old systems. But fighting fans, take heart — 32X MKII is on the way!



— Chris

Phantasy Star IV

THE END OF THE MILLENNIUM



and takes all their gold coins.

People often accuse **Chris Slate** of getting too involved in RPGs. Sometimes he just laughs, and sometimes he cuts them up

One of the most asked questions we receive here at *Game Players* has always been 'When are we gonna see the next *Phantasy Star* game?' Granted, RPGs may not roll in as many bucks as the current action faves, but RPGers are consistently the most dedicated fans in the industry. They'd have to be to have waited so long for this one.

Despite Sega's worries about putting out such an expensive game for an admit-

tedly niche market, they bit the bullet and gave in to public demand. *Phantasy Star IV: The End of The Millennium* takes place 1,000 years past the last game. But unlike the previous three titles, this one doesn't forget the history of the *Phantasy Star* series. Not only does the story line center around things that happened in the past, but old characters crop up as well.

The game play, however, could use some work. It's not any worse than the previous titles, but it's not any better, either. How can Sega hope to compete in the RPG world with the top SNES RPGs like *Final Fantasy III* and *The Secret of Mana* if *Phantasy Star* doesn't evolve? Still, fans of the series are gonna find that the adventure is well worth the wait, if only to play the same game they fell in love with four titles ago. And with the poor selection of decent Genesis RPGs these days, who's going to argue? **GP**

GENESIS info

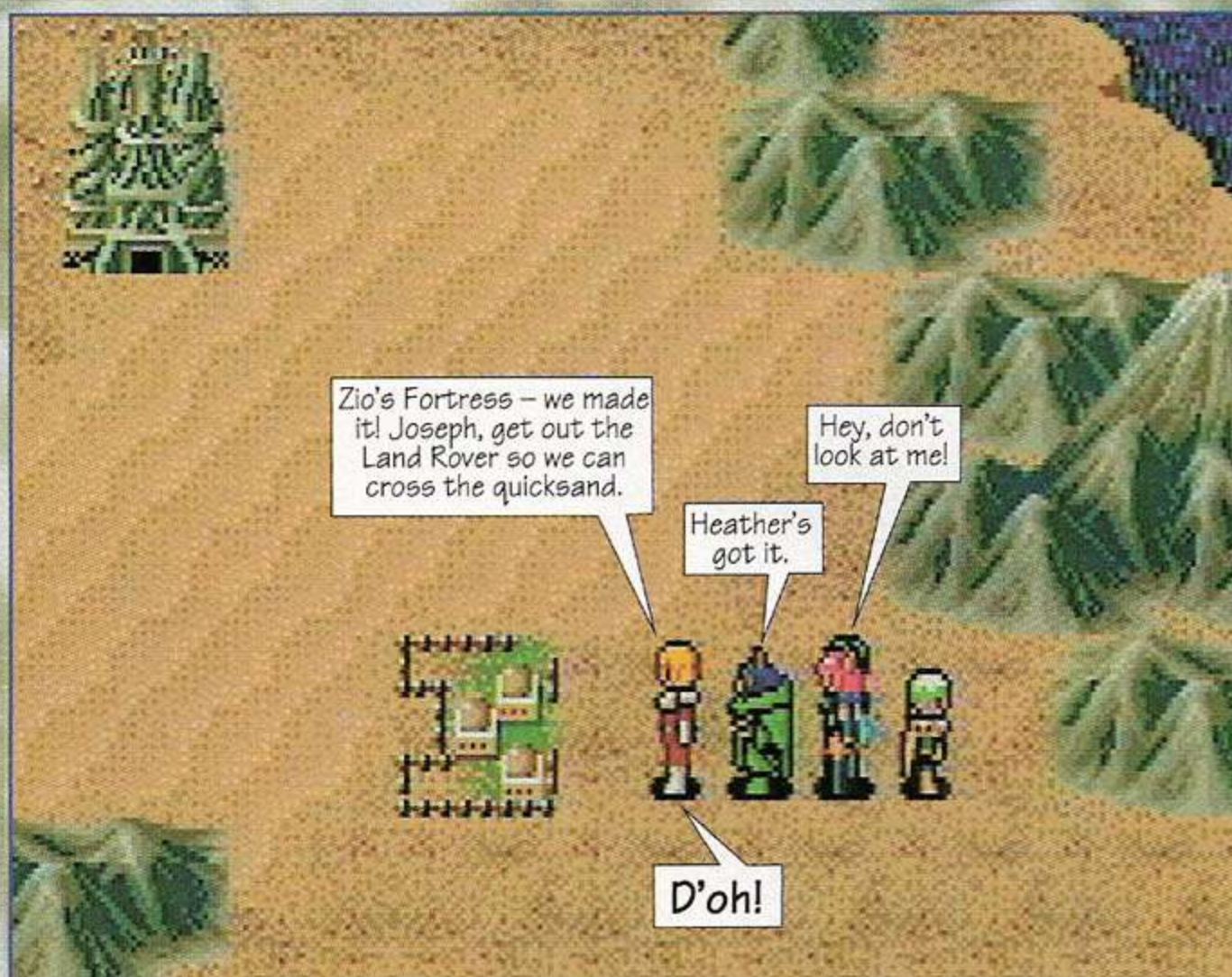
GENRE	RPG
PLAYERS	1
LEVELS	n/a
DIFFICULTY	average
SAVE FEATURE	battery backup
MEGS	24

NEW FEATURES

Although none of the new features drastically change game play, some of them are kinda cool.

HERE WE GO AGAIN...

Back to the Future?



Phantasy Star fans are used to plenty of travel, be it by land, sea, or space!



If you forget what you're supposed to be doing, you can use the 'Talk' feature. This makes your party members discuss what they were doing when you left off.



Unlike previous games in the series, you can now save the game anywhere except dungeons or towers.

LOOKING BACK

Saw it, done it, got the T-shirt!



PSIV finally acknowledges the earlier games in the *PS* series. Here we see a statue of the legendary Alis Landale, who we last saw in *PSI*.



In fact, you start out with a character named 'Alice' in your party, and a guy named Rune looks an awful lot like Noah from *PSI*...



For the most part combat is the same, but handy programmable macros have been added so that you won't wear your thumb out on the same old routines.

VEHICULAR COMBAT

Vehicles have always played a major role in the series, but you've never been able to use them in fights... until now!



Just like always, vehicles such as the Land Rover allow you to cross treacherous terrain...



...but this time you can also fight from inside it! The heavy artillery packs an awesome punch, but you can't use any magic.

LEAVE ME ALONE!

RPGs are notoriously bad for their overpopulation of grassland monsters, but this game takes the cake!



'I'd better stock up on some Dimate from that town over there...'



'Oh, great. Monster attack.'



'Now, what was it I was doing? Oh yeah, I need some Dimate...'



'AARRGH!! I just want some Dimate! Stop attacking already!'

A SECOND OPINION

I agree with Chris that *PSIV* could have used some work (the combat macros, for instance, were a really good idea, but in practice they weren't as practical as I'd hoped), and I also agree that there wasn't a whole lot of innovation (from the characters, to the game play, to the storyline, you've basically seen all this before). However, I still think that the *Phantasy Star* series is a great bunch of games and well worth the time of any RPG fan. Hell, I'd have rated it higher purely due to its size!



— Jeff

RATINGS

GRAPHICS

6

It doesn't look any worse than previous *Phantasy Star* titles. Newer RPGs like *Final Fantasy III* make this game look ancient.

MUSIC & SOUND FX

6

For an epic adventure like this, the music could've been a lot more dramatic. Get ready to permanently add the 'battle song' to your subliminal library.

INNOVATION

5

New features have been added like vehicular combat and battle macros... but this still feels like every other *Phantasy Star* game.

GAMEPLAY

7

The game offers plenty of items while remaining clear and user-friendly. Fighting every other step drives you crazy. When are RPGs gonna learn?

REPLAY VALUE

8

Like most RPGs, this game takes many, many hours to finish. You get headaches just thinking about it once you've beaten it.

OVERALL

70%

MIDNIGHT RAIDERS

Publisher & Developer: Sega • now available • \$50-60



He once led a band of twelve year olds called the Midnight Raiders on panty raids. Now, a matured Mike Salmon is ready to put that life behind him.

Searing missiles, big explosions, a fast-paced jeep chase, chopper to chopper battles and gunning down enemy soldiers on foot may sound like one helluva game. The only thing wrong with *Midnight Raiders* is you don't get to do these things, only watch them.



There's nothing like the feeling you get when you light up a tank like this.

More flying scenes like this would've made this game much more enjoyable.



Joker is all alone, and this is no game (no, really, it's not).

Another faceless foe falls to his empty death. Yes!

SEGA CD info

GENRE shooter

PLAYERS 1

LEVELS 3

DIFFICULTY variable

SAVE FEATURE none

MEGS n/a

You're Joker — the bold, brash rookie gunner — and you're the only hope Operation Midnight has of surviving. Stryker is the veteran pilot without much patience for a rookie gunner like yourself, and Sparks is the beautiful young pilot who won't give you a break. At the base is Col. Grimsby, the father-figure commander who cares about his men, and Adams — the cigar-eating bureaucrat who stops at nothing to get this mission completed. All together they are the *Midnight Raiders*, and whatever plot this interactive game has lies in their weak dialogue.

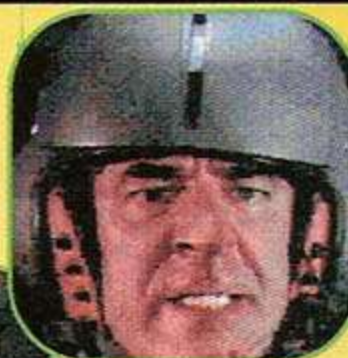
The game starts off with you shooting down enemy choppers and torching their tanks, then you get dropped off at the chemical plant where you take to your feet for some gunplay, and finally you race away from the exploding plant in a jeep driven by that daring, darling, but untouchable Sparks.

The first time through, *Midnight Raiders* is exciting and funny (not on purpose, but funny nonetheless), but after blasting your way through the video



sequences one time there is little, if any, fun left.

Tomcat Alley fans are gonna love this movie — I mean game, but unless you'd rather watch instead of playing games, I wouldn't raid any stores for a copy. **GP**



Sparks, Stryker, Adams, Col.

Grimsby, and you. After one run through, you don't care if you ever see their miserable faces again.



RATINGS

GRAPHICS

- 7** ◆ Some intense explosions and high speed flying are captured well.
 ◆ The Sega CD video is grainy, glitchy, and mostly dreadful.

MUSIC & SOUND FX

- 9** ◆ Explosions are thundering and intense. So is the soundtrack!
 ◆ Digitized voices are clear and understandable even if the dialogue is crap.

INNOVATION

- 5** ◆ By chopper, by foot, and by jeep is a first for an interactive shooter.
 ◆ The plot is old, and the action (what there is of it) is stale.

GAMEPLAY

- 5** ◆ If you loved *Tomcat Alley*, then you're sure to love *Midnight Raiders*.
 ◆ The large amounts of video footage are the antithesis to gameplay.

REPLAY VALUE

- 6** ◆ There's plenty of challenge to keep you coming back...
 ◆ ...that is, if you had fun the first time (which you won't).

OVERALL

58%



FLINK™

CASTING SPELLS CAN BE HAIR RAISING.

Flink certainly doesn't look like your typical wizard, but at least he's got a cauldron to show for it. To be honest, our little guy is only an apprentice, but he's got a heck of a lot of magic spells up his sleeves. At least that's what the citizens of Imagica Island believe. They've entrusted him to locate the missing island leaders and to destroy the Demon Guardians that stand in his way. Spell-binding and hair-raising, **Flink** will capture your heart.

SEGA CD™

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SPACE INVADERS



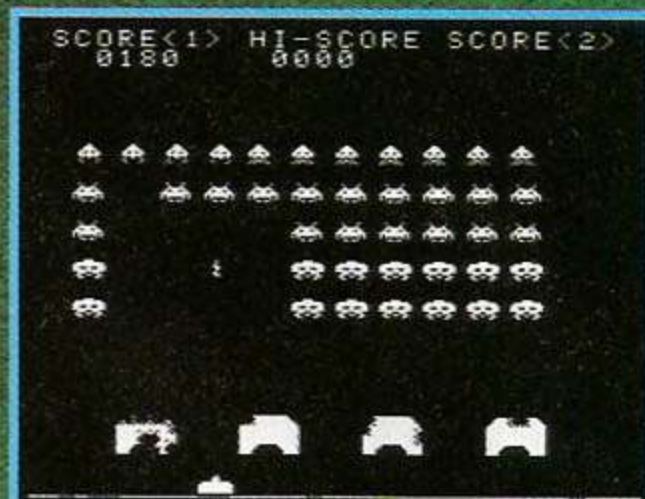
With enough 70's music to kill Rick Dees, Vince Matthews set out to conquer that classic shooter — *Space Invaders*. Far out!

Before there was *Mario*, before there was *Sonic* or *Earthworm Jim*, there was *Asteroids*, *Defender* — and *Space Invaders*. Those of you who are actually old enough to remember the simple shooter also remember that your main concern was staying alive and keeping alien invaders from landing on the Earth. It was a simple premise — kill or be killed — and when it made its debut in 1978 it was the hottest arcade sensation since the lowly game of pinball.

Now, those relentless creatures are back again in *Space Invaders* for Game Boy and Super Game Boy, and thankfully, they haven't changed one bit. They're just as mindless as ever and just as addictive as they were in the arcades of yesteryear. *Space Invaders* not only offers Game Boy players a chance to relive a classic era of video gaming, but it also offers an opportunity to own all four versions of the original *Space Invaders* arcade machine. Just like *Donkey Kong* for Game Boy, when *Space Invaders* is played on a Super Game Boy, your SNES is 'transformed' into a classic arcade machine. The outside screen border assumes the same look of the original machine and you also notice other slight details like the original scoring meters and those great cellophane color overlays.

Ah, those were the days! At any rate, this is one of the world's best games, plus the Super Game Boy version is the exact same version that sold by the truckloads when Taito released it for the Super Famicom in Japan. So show some respect, throw some 70's tunes in the CD player and relive a bygone era of video gaming. **GP**

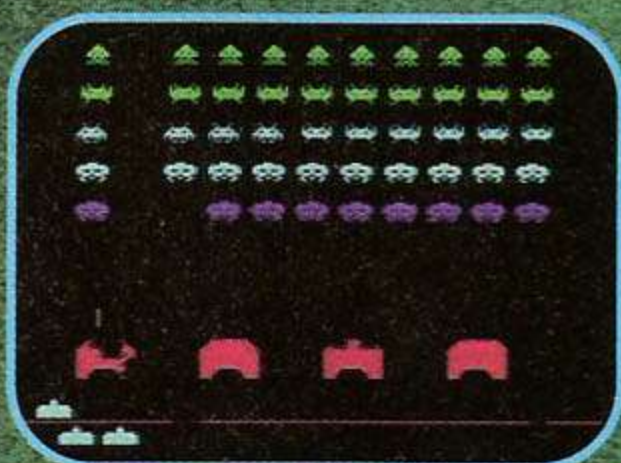
Space Invaders on the Game Boy. Bland? Yes, but still the same head-pounding, bone-jarring fun!



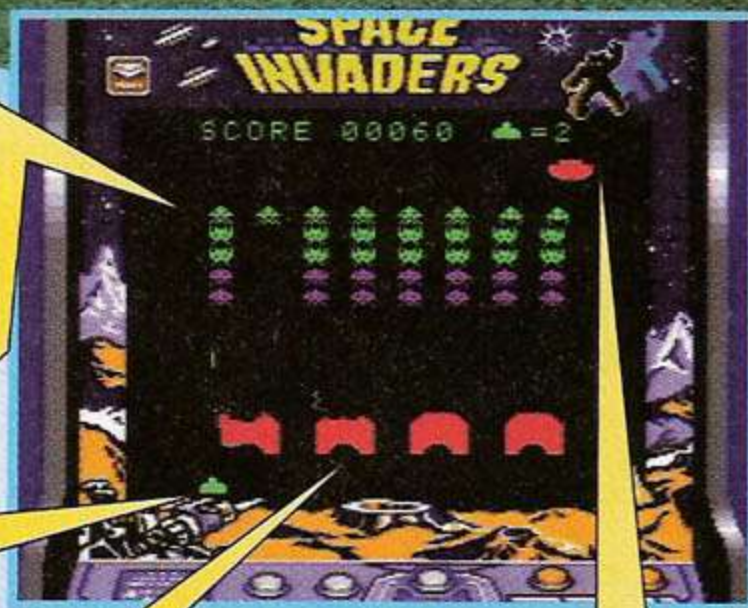
These buttons help you move your cannon — no joystick here, no sir. In my day if we wanted a joystick we had to walk five miles in a howling blizzard... well, you get the picture.

GAME BOY info

GENRE	shooter
PLAYERS	1 or 2
LEVELS	tons
DIFFICULTY	medium to hard
SAVE FEATURE	you're kidding, right?
MEGS	4



Check it out! The original *Space Invaders* in all its glory. Uh, would somebody hand me my *Kool and the Gang* records?



These are the troublesome aliens you must stop. They keep comin' so you keep firing. That's really all you need to know.

This is your cannon. Use it to stop the pesky aliens.

Barriers protect you from wily invaders.

UFOs occasionally zip across the top of your screen. Blast 'em for extra points. How's that for a challenge?

RATINGS

GRAPHICS

- 9** ♦ Everything looks exactly like the arcade original on Super Game Boy!
♦ Both backgrounds and characters are faithful to the original arcade versions.

MUSIC & SOUND FX

- 9** ♦ Not a single sound has been changed from the original game.
♦ The dinky Game Boy speaker reproduces the sound bits flawlessly.

INNOVATION

- 3** ♦ The same old game does make use of the Super Game Boy in a weird way.
♦ I sure would have liked to see an updated version, like *SI 2010*?

GAMEPLAY

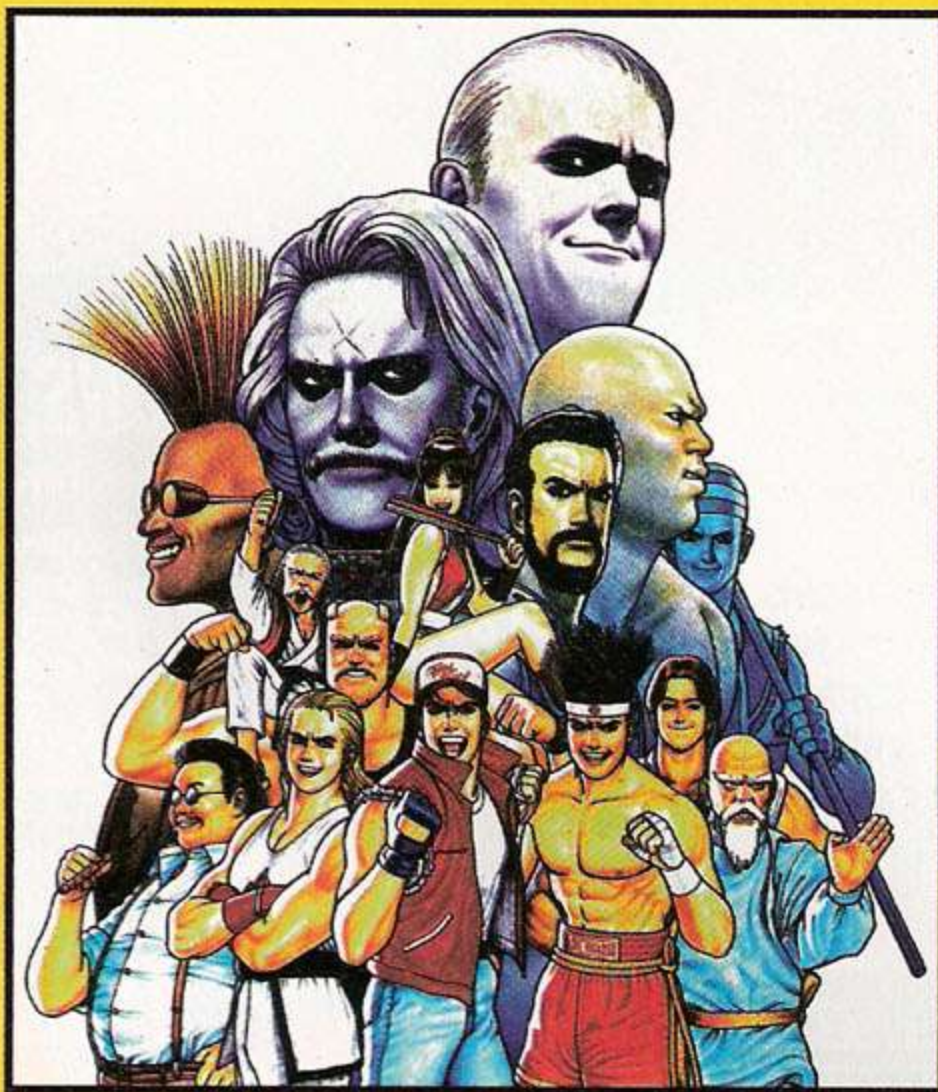
- 7** ♦ This game plays and feels just like the original *Space Invaders*.
♦ That cannon never could shoot more than one missile at a time. Damn!

REPLAY VALUE

- 7** ♦ It's *Space Invaders* and they keep coming as long as you let them.
♦ I can certainly understand why we moved onto bigger and better things.

OVERALL

71%



Sure we offer a variety
of more things BUT, it
doesn't matter cuz you're
still gonna get your
BUTT KICKED!

FATAL FURY SPECIAL



SEGA CD

SNK



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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



The bloodiest fighting game ever? Let's give it to Jeff Lundrigan. Heck, that boy likes just about anything bloody!

ETERNAL



Sega's follow up to its top-of-the-line fighting game is an absolute scream! Its designers have finally figured out what a CD is good for — storage!

Not only does this game include all the original characters, it gives them new moves, then adds four new characters, throws in a new boss, then sticks in nine hidden characters, all of whom can be player controlled. That's 24 fighters, in case you're having trouble keeping up.

It's worth noting that control has been improved in a number of ways. There are fewer 'charge' type moves and more fireball style ones, and some of the charge moves have had their hold times reduced. The overall effect is to speed up combat.

But check out *ECCD*'s hideously gory finishing moves! Every background has had its overkill move made even bloodier, and a second one has been added. Also, the 'windows' for activating the overkills have been expanded.

In addition, every character has a 'Vendetta' kill, a *Mortal Kombat*-style finishing move. There are 'Cinekills,' rendered sequences that let you watch a character's death.

They've made a great game better, then put in enough violence to make people notice. Incredible game!

GP

OLD DOGS, NEW TRICKS

All the original characters have some new moves to show you.



If you thought Jetta was tough before, check out her spinning whirl-o'-death!

And check out Slash — he's got a new, improved club that shoots stuff.

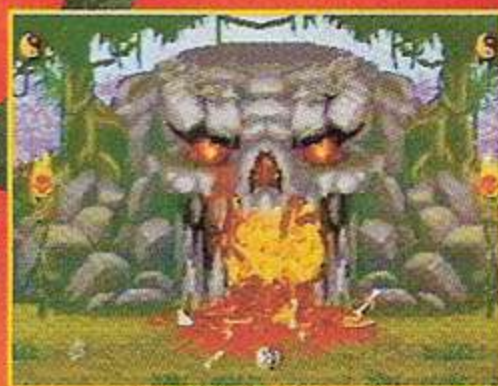
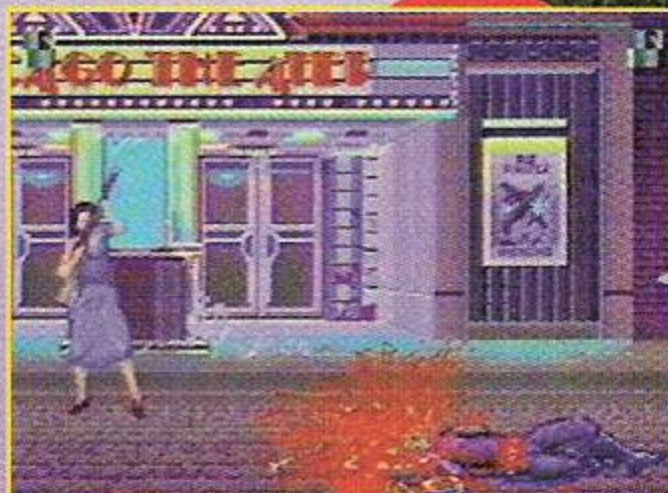


AND GORE GALORE!

You want blood? You got it, by the buckets!

All the old Overkills have been revamped. No more simple drive-by in front of Larcen's theater — now you get a very angry ticket booth attendant!

And rest assured that all the new backgrounds have their sets of Overkills as well. Yummy!

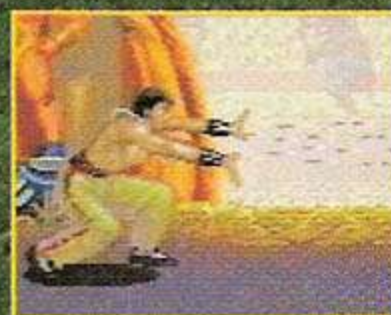


Check out these new deadly gadgets — a long shaft filled with blades that can strip the skin from a hapless loser in seconds!

NINE ARE HIDDEN

Determined to outdo everyone else, Sega has three times the hidden characters of *MKII*!

Meet Chin Wo, master of kung-fu. He was supposed to be in the original *EC*, but they ran out of storage space.



Here's the Senator, who attacks with red tape and veto power.



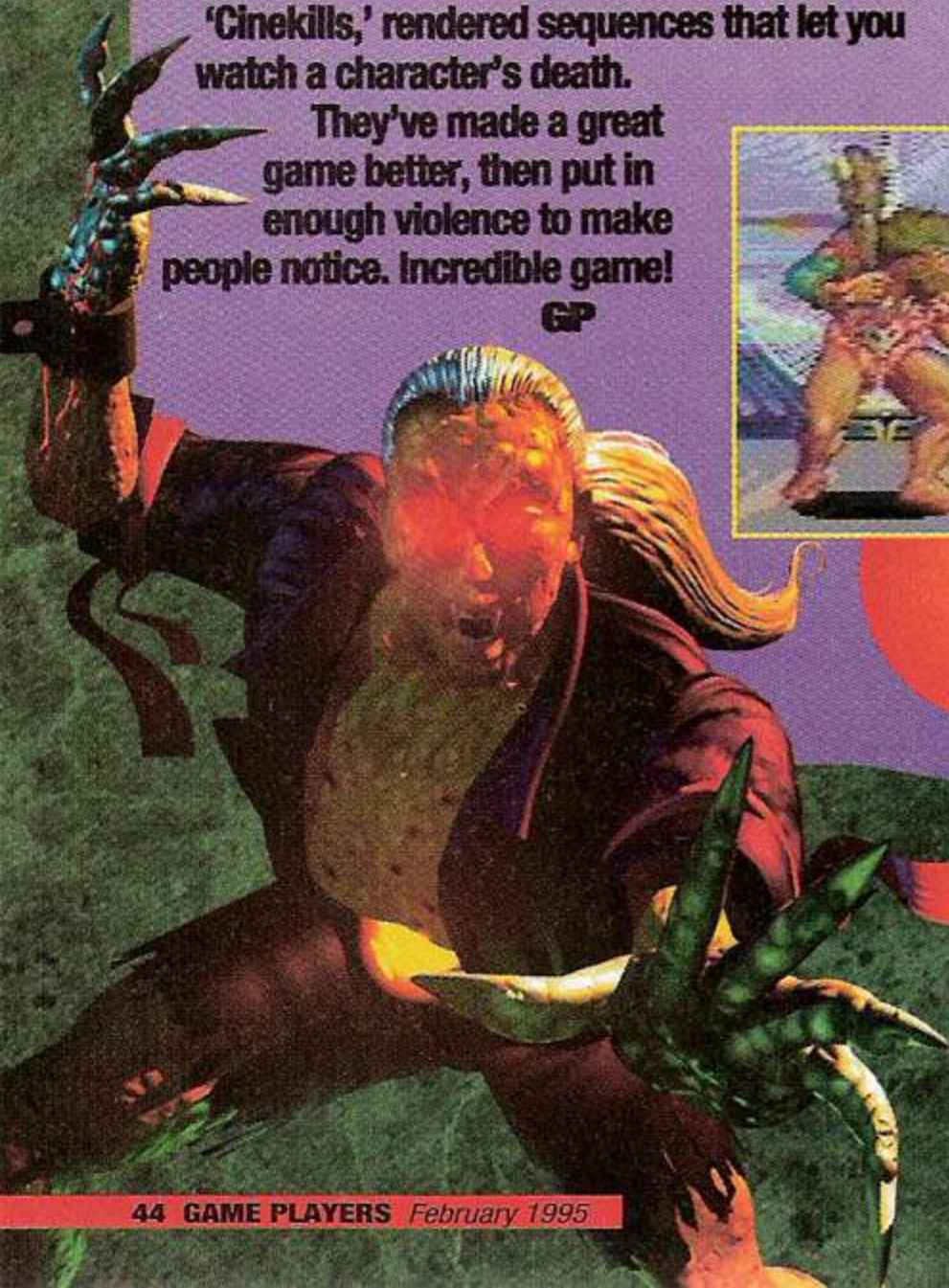
A monkey doing battle with a chicken? Old Macdonald had better stay away from this barnyard!



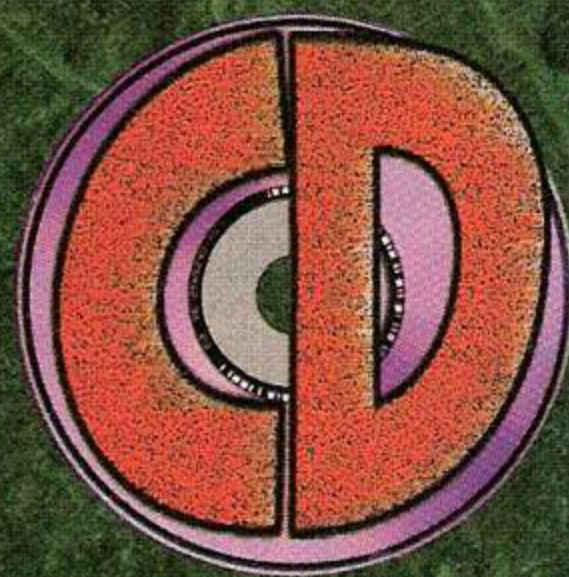
Huh? Well, you've got to keep a sense of humor about it all, you know?



Also, all the characters now have more straightforward finishing moves, called Vendetta Kills — Slash can knock your head off, and Jetta, well, she just thinks about you really hard until your whole body explodes!



CHAMPIONS



Riptide

The shapely scourge of the seven seas, this pirate queen was done in by the business end of the same shovel she used to dig for treasure.



By summoning this ball of force, she can scramble her opponent's moves.

THE NEW KIDS

Four new brawlers to fool with.

Ramses III

A king in ancient Egypt, he fell prey to palace intrigue. He fell off a cliff.



He can summon the spirit of the pharaohs. Encased in a sarcophagus, he's invincible for a short time.

Raven

This voodoo child met her end when her youth was drained by a more ancient sorceress.



Raven summons the spirits and teleports. You can control where she reappears too.

Dawson

An ex-sheriff from the American West, he was framed, then given a necktie party for one.



SEGA CD info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	24
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	CD

RATINGS

GRAPHICS

- 10** ◆ It looks as good as you can get on a Sega CD.
◆ Sweet animation on every background, plus blood everywhere!

MUSIC & SOUND FX

- 10** ◆ Hip, impressive rave soundtrack. This is very cool.
◆ Your game play is haunted by a million screams.

INNOVATION

- 9** ◆ They've taken CD to its logical limit — cram stuff in until you can't fit anymore!
◆ Well, OK, it's a fighting game — a good one, but we've seen this before.

GAMEPLAY

- 9** ◆ This thing kicks, baby! Bloody good fun for everyone!
◆ Unfortunately, this game still has a few awkward moves.

REPLAY VALUE

- 10** ◆ Tons of new moves, hidden characters and backgrounds, and other stuff.
◆ Unprecedented replay value for a fighting game.

OVERALL

95%

A SECOND OPINION

Mmm... blood... must have the blood, the blood is the life... whoops! Kind of zoned out for a minute, there. I've been desensitized! Bottom line: this is the most violent game ever. It even goes further than *Bloodstorm* in the arcades. But the great thing is, it also has

fundamentally sound game play, so you get some great action with your blood. And man, the sheer amount of blood... it's like a playable version of *Faces of Death*. It took

Sega's sickest geniuses to come up with these finishing moves. *MKII* fans will love it, but parents and young kids better beware. It's definitely not for the squeamish or politically correct. — Chris



Look familiar? By using his whip lariat, he can pull an opponent to him and attack in close.



Publisher: Jaleco • **Developer:** Jaleco Limited • available now • \$59.95



When we last saw 'The Walking Smore,' Doug Brumley was charging into the raging inferno with graham crackers, chocolate bars, and marshmallows firmly tucked under his arm.

Despite the old cliché, any firefighter is gonna tell you that you can't possibly fight fire with fire. You need an axe, a hose, and a trusty oxygen mask at the very least. These items become your best friends in Jaleco's innovative new title *The Ignition Factor*, in which you must combine the skills from an action game with the problem solving from a puzzle game to successfully complete your firefighting missions.

Each stage begins with a briefing after which you're left to determine which particular items you need to stock up on. Once inside the site of the blaze you encounter fellow fire fighters who replenish your stock and even offer other helpful items you may not have originally thought you would need to bring. During the briefing you're given a specific mission such as rescuing six trapped employees before the building is destroyed in eight minutes. While accomplishing your main objective, you occasionally receive transmissions asking for your help on other side missions as well. After the successful completion of your duties, you receive a point total based on your performance, but before you even get a chance to enjoy the attention of citizens and the media, or pet the fire-house dog, you're off to fight another blaze. Bet you're not too anxious to follow up on those childhood dreams of becoming a fire-fighter now, are you?! **GP**



Pay attention during the briefings — it's the only time you get a look at the floor plan and your fellow fire fighters give hints regarding the items you should choose.



Get a little too close to the action and presto! You're transformed into the human torch.



Forget pulling stranded cats from trees in this game. Use your hose to cut through the blaze, find a few trapped victims, and then take all the credit.



SNES info

GENRE	action/adventure
PLAYERS	1
LEVELS	8
DIFFICULTY	medium to hard
SAVE FEATURE	passwords
MEGS	8

RATINGS

GRAPHICS

- 7** ▲ It looks really cool (really hot?) when you get torched.
▼ For a game that's different, nothing sets the graphics apart from the masses.

MUSIC & SOUND FX

- 8** ▲ Realistic sound effects help set the tone of danger.
▲ Digitized voices and feverish music keep you from wasting time.

INNOVATION

- 8** ▲ This game offers a welcome break from cookie-cutter game designs.
▼ You don't carry victims to safety — they disappear when you reach them.

GAMEPLAY

- 8** ▲ The problem solving aspect gives the game more depth than action titles.
▼ Touchy running controls often send you full speed into the blaze.

REPLAY VALUE

- 7** ▲ The mix of challenge and ease of play keeps you working towards hero status.
▼ Every stage is exactly the same each time through.

OVERALL

76%

Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB, COMIN' UP!



IS THIS LOADED?



They fight, and bite, they fight and bite and fight!
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat... So, are you mouse enough!!!!???

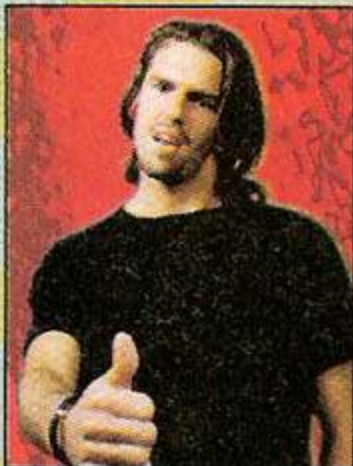


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Acclaim
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Power Instinct

Publisher & Developer: Atlus • now available • \$60-65



He hasn't had dentures flung his way since his grandma caught him wastefully using two squares of toilet paper (gasp!).

Now Mike Salmon is forced to relive the horror of that day!

Every year the Goetsu family gathers together to duke it out for supremacy and family leadership (sounds kinda like Christmas at my house), and this time you've been invited to lend a hand in this way-too-inbred family's annual gathering.

As an arcade game, *Power Instinct* is something of a cult hit, and now loyal followers can finally enjoy a solid translation of their favorite coin-op. In case you're not familiar, *Power Instinct* is another animated fighting game, which borrows heavily from *Street Fighter* and *Fatal Fury*. Even though *Power Instinct* is a total copycat of a game, it does possess some great fighting, some wild characters, and some very special moves.

The game has a total of eight unique fighters to choose from and a rather standard stage for each character to fight in. You can play in Versus mode, Story mode, practice a couple of different ways, or play the challenging Life Attack. The Life Attack mode is something new and worthy of trying. In the Life Attack



Grandma lays a big life-sucking kiss on Annie, then...

She turns into this beautiful young fighter. Va-Va-Voom!



Angela is one big girl, but Thin Nen has given up the Hare Krishna way and is looking to give Angela some skull!

mode you take on all eight characters, one at a time, with only one life meter!

The fighting genre's only denture-throwing grandma and good fighting control are enough to make this game a good choice for fighting fans. However, if you already own a good fighting game, there isn't enough new stuff to warrant laying down your money. **GP**

Keith Wayne and Reiji Oyama both claim they never touched steroids, but here Reiji gives Keith a *Street Fighter*-stolen torching.



Haiteri Saize flashes forward for a crushing blow to the pumped up White Buffalo.

Grandma is the oldest and most dangerous of the family. Little Annie Hamilton may look sweet, but she still packs a good punch!



Go Grandma! Go Grandma! The feared denture attack is the best part of this game.



RATINGS

GRAPHICS

7

- ◆ The characters are large, well drawn, and original.
- ◆ The backgrounds are boring and the overall look is a bit fuzzy.

MUSIC & SOUND FX

6

- ◆ Punches and screams are up to the usual quality of fighting games.
- ◆ Music is different for each stage and every piece is dreadfully annoying.

INNOVATION

6

- ◆ Life attack mode is a new twist and the interactive background is great.
- ◆ This is just another fighting game and a blatant copy at that.

GAMEPLAY

8

- ◆ This game plays great — easy to control, and good fighting.
- ◆ Could use a few more special moves and some boss characters.

REPLAY VALUE

7

- ◆ Eight fighters and different play modes give you plenty of play.
- ◆ If you already own a good fighting game, you won't need this one.

SNES info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	8 fighters
DIFFICULTY	variable
SAVE FEATURE	none
MEGS	16

OVERALL

73%

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SEGA CD

SNK



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MAGICAL POPFUL MAIL FANTASY ADVENTURE



She does the Bond thing every time she introduces herself: "My name is Mail, Popful Mail."



Always ready for a little humor and a woman with biceps, Jeff Lundrigan takes a look at Working Designs latest goofy RPG.

Working Designs was responsible for releasing two of '94's guiltier pleasures, *Lunar* and *Vay*. This pair of RPGs for Sega CD may not have had the most groundbreaking designs, but you couldn't help but be won over by their combination of goofball humor and off-the-wall plot twists.

Now the same company brings you *Popful Mail*. Popful Mail (that's her name) is a warrior/ bounty hunter on the trail of an evil magician named Muttonhead. Along the way she meets and gets help from an apprentice magician, Tatt, and an odd dragon-like creature named Gaw.

Popful Mail was originally released in Japan by Falcom, who designed the *Ys*



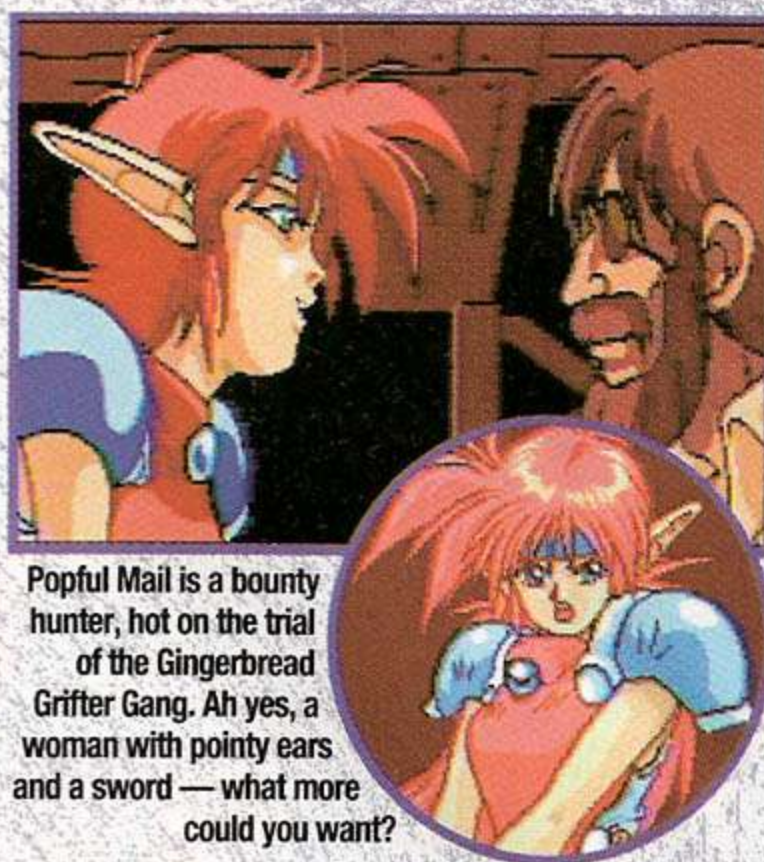
If you think this action/RPG looks a little like another action/RPG series called *Ys*, that's because they were originally released by the same company, Falcom Designs.



On the other hand, if you think this game has the same silly sense of humor as *Lunar* and *Vay*, that's because it was totally rewritten by Working Designs.



As side-scrolling action stuff goes, the game is pretty challenging.



Popful Mail is a bounty hunter, hot on the trail of the Gingerbread Grifter Gang. Ah yes, a woman with pointy ears and a sword — what more could you want?

series. This means it's as much of an action title as RPG, and it's aimed at a slightly younger audience as well. However, the game has also been completely re-designed and re-vamped by Working Designs, so it doesn't matter how old you are, *Popful Mail* is pretty cool. **GP**

RATINGS

GRAPHICS

7

- ◆ Good, clean designs, and nice use of animated interludes.
- ◆ There's nothing here that you haven't seen before.

MUSIC & SOUND FX

8

- ◆ Actually, most of the music is really pretty good.
- ◆ Still, once again, nothing you haven't heard before.

INNOVATION

6

- ◆ Interesting that the hero is a girl, and the humor is, well, odd.
- ◆ You just gotta face it, this game isn't that groundbreaking.

GAMEPLAY

8

- ◆ The action is challenging, and the silly story keeps it moving.
- ◆ Some more humorless older folks might not get the appeal.

REPLAY VALUE

8

- ◆ You can switch characters in some sections, and the story is slightly different when you do.
- ◆ The story is a little flat.

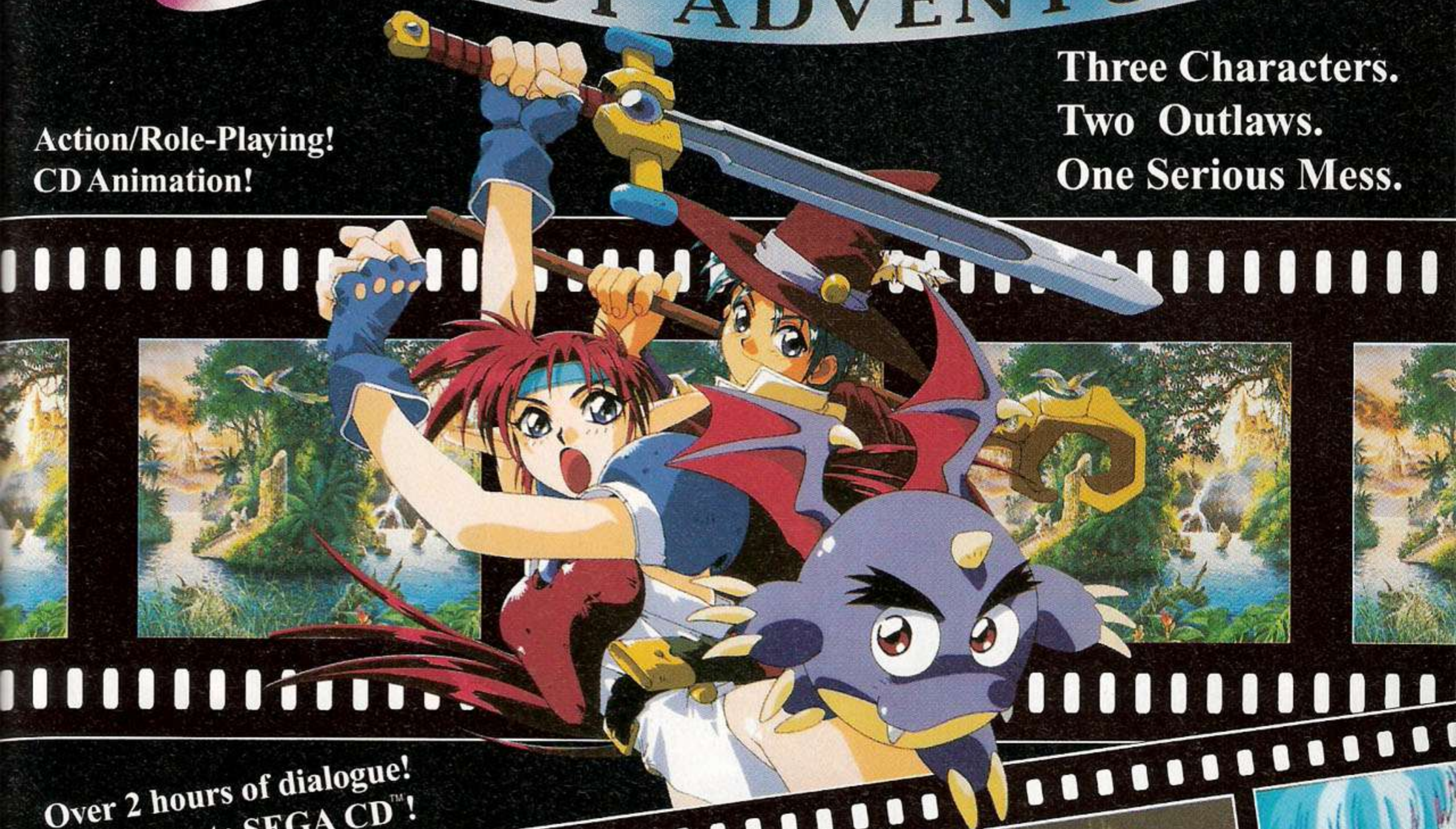
OVERALL

78%

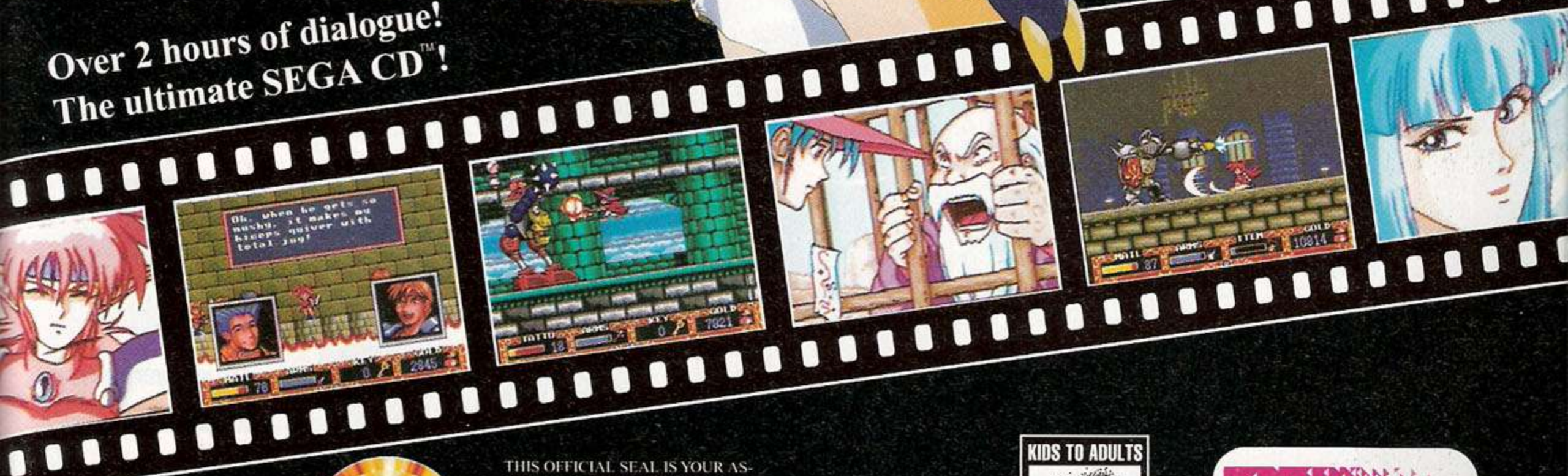
MAGICAL POPFUL MAIL™ FANTASY ADVENTURE

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CD Animation!

Three Characters.
Two Outlaws.
One Serious Mess.



Over 2 hours of dialogue!
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RISTAR

THE LONG ARMS OF THE LAW

RISTAR TURNS A FREAKISH DEFORMITY INTO A FIGHTING FORCE FOR GOOD. A LESSON TO US ALL.

Publisher: Sega • **Developer:** Sega • now available • \$60-65



Ever since Chris Slate started playing Ristar, he's demanded that a star be placed on his office door. We don't have any problem with the star, but there's no way he's getting an office.

Sega's latest character, *Ristar*, is yet another attempt to relive the whole *Sonic* phenomenon after its last mascot, *Dynamite Headdy*, failed to become a household name. Unfortunately, *Ristar* probably won't set the video game world ablaze either, although it, like *Dynamite Headdy*, is a lot of fun to play.

Just as *Sonic* has his spin and *Headdy* has his multiple heads, *Ristar* also has a unique physical attribute — his arms. He can stretch them out to grab enemies, use them to climb walls, swim like a sub, and even swing around like

HEADBUTT!

No guns, knives, swords or cannons, but a head as hard as rock!

Tarzan. The action in the game is carefully planned around these abilities, so the player is forced to think about each situation in a new and creative way. The stages themselves offer a lot of variety as well, with new and innovative challenges around every corner.

The problem for Sega is that players just aren't interested in the whole 'cute mascot' thing anymore. Even *Sonic* has begun to slip a little. I guess after you've ripped a few heads off in *Mortal Kombat*, those smiling, cute stuffed animals just don't appeal. Still, *Ristar* is a very good game, and it would be a shame for any action fan to miss it. So whaddaya say? How about putting the axe down for just a minute, maybe? **GP**



Other than the Headbutt, Ristar uses his arms mostly for climbing. It's possible to scale almost any surface, but these handles make it easy.



When handles are placed on a ceiling, Ristar can swing from them to cross treacherous traps.



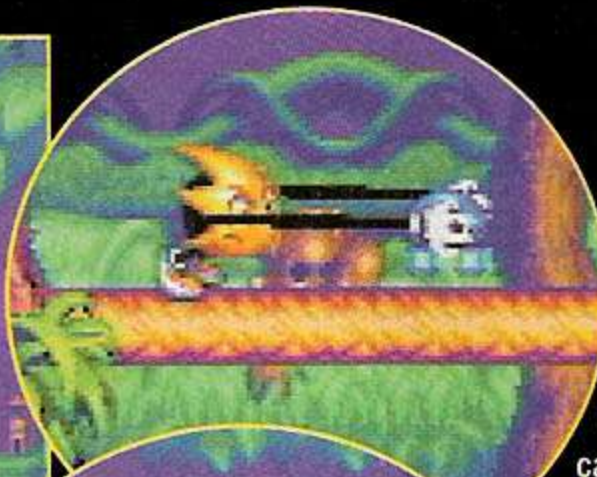
Spinning from tree to tree is another often-used form of travel.



Best of all, Ristar can hitch a ride with some enemies, which usually leads to high-up hidden bonus items.



'I know what yer thinkin' — a poor, defenseless, tubby little star. Easy pickings, right?'



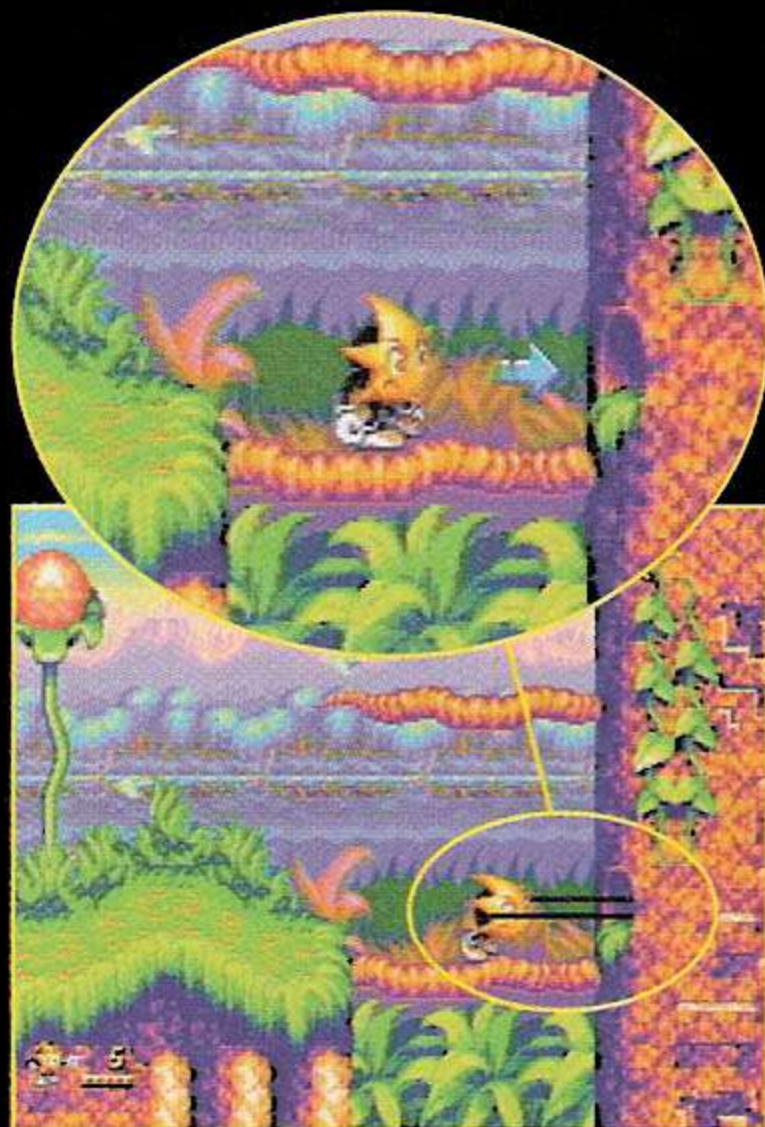
'Wrong! Not so pathetic now, am I? Squirm all you want, you can't escape the icy-cold grasp of death!'



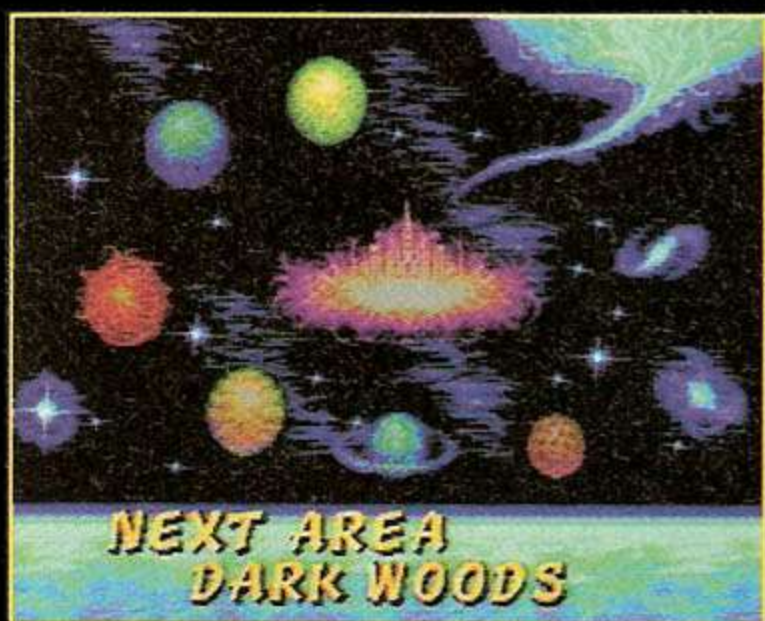
'Once I've got a hold of 'em, I deliver my patented Headbutt attack. See you in Hades, sucker! Ha, ha, ha!'

GENESIS info

GENRE	action
PLAYERS	1
LEVELS	10
DIFFICULTY	2 settings
SAVE FEATURE	password
MEGS	16



Bonus items are all over the place. Look for these arrows — they point the way to hidden treasure.



Ristar's adventure takes him across the galaxy, with each planet offering totally new challenges.

A SECOND OPINION

Ristar shoots off the screen and makes you long for the days when cute mascots were cool and country wasn't. However, side-scrolling platform games are getting tired, no matter how fresh and exciting they are. *Ristar* is a great game — fun, challenging, and (unfortunately) cute. So, if you can't get enough cute games, or if you just love stars, then *Ristar* is the ride you want to catch. But if you're sick and tired of Sega's Sonic clones, quit buying 'em, and they'll stop making 'em.



— Mike

SWING, SWING, SWING!

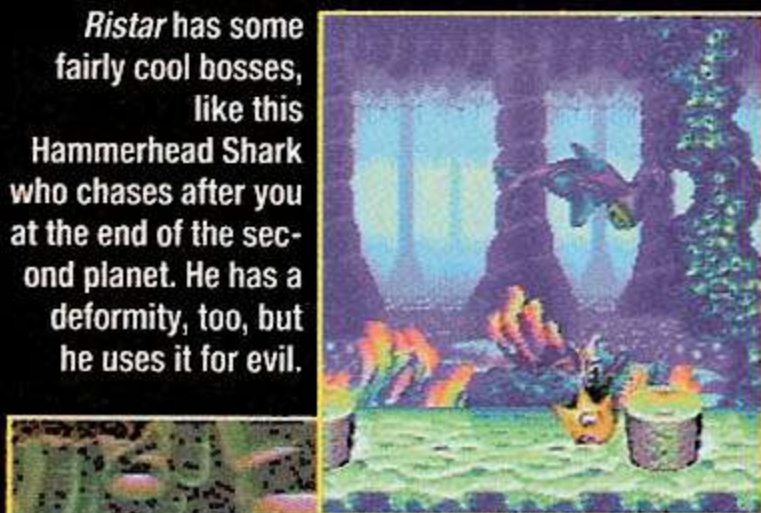
IT WON'T MEAN A THING IF YOU AIN'T GOT THAT SWING



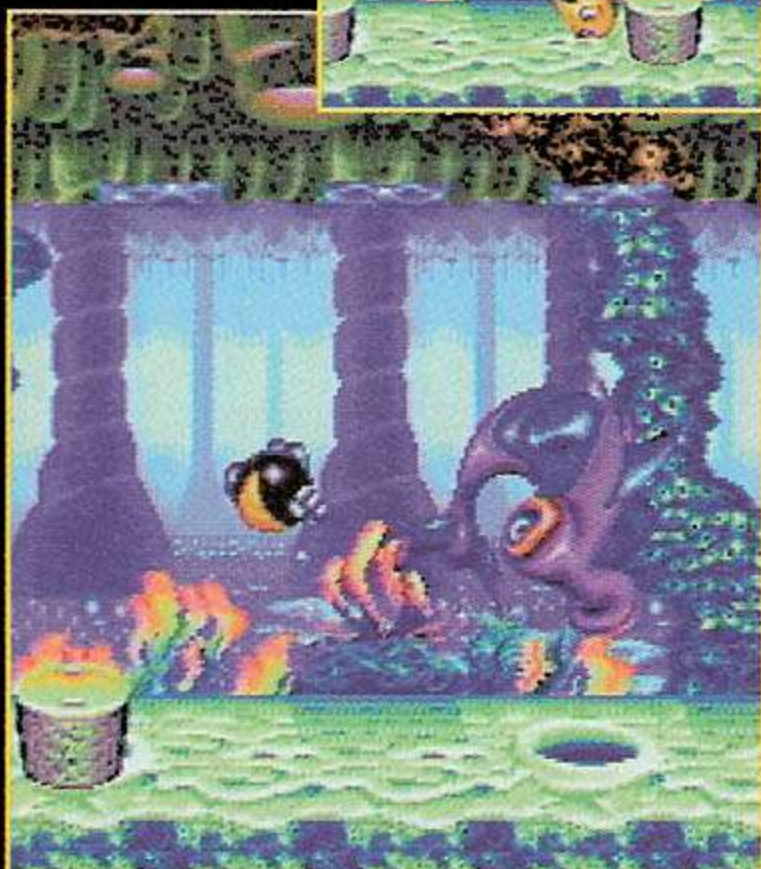
You can swing from these special levers that appear here and there.



Release, and ZOOM! Ristar takes off like a... er, shooting star. There's always a lever at the end of a level, and you can earn big bonus points by flying off the screen at as high an altitude as possible.



Ristar has some fairly cool bosses, like this Hammerhead Shark who chases after you at the end of the second planet. He has a deformity, too, but he uses it for evil.



Hold forward to gain momentum and power-up the 'Shooting Star' maneuver.

RATINGS

GRAPHICS

- 8** ◆ Ristar's sprite animations are done very well, and the bosses look great.
◆ Sometimes the backgrounds look a little drab.

MUSIC & SOUND FX

- 7** ◆ Great background music. Keeps you pumped but doesn't distract.
◆ Why is it that mascots nowadays don't have their own catchy theme song?

INNOVATION

- 8** ◆ At first this game looks like just another platformer, but...
◆ ...it offers lots more, from Ristar's long-arm maneuvers to unique bosses.

GAMEPLAY

- 8** ◆ Ristar's long arms add as much as Sonic's spin or Dynamite Headdy's head.
◆ Each level has a new twist, keeping each stage fresh and new.

REPLAY VALUE

- 8** ◆ It's no big secret — players love to play fun games over and over.
◆ There's a lot of ground to cover, and it ain't no cake-walk, either.

OVERALL

79%



SNES — Publisher: LJN • Developer: Sculptured Software • now available • \$74.95

Genesis — Publisher: Acclaim • Developer: Sculptured Software • now available • \$64.95



At the tender age of seven, Doug Brumley hospitalized his imaginary friend with an ill-executed sleeper hold.

Despite stiff competition from the rival WCW and allegations of rampant steroid use, the WWF's success continues. So it was only a matter of time before another World Wrestling Federation title hit the shelf. Unfortunately *WWF Raw* — available for both SNES and Genesis — has the same look and feel of past 16-bit WWF titles *Royal Rumble* and *Rage in the Cage*.

A few new wrestlers, a Raw Endurance mode, and a series of secret MegaMoves make their debut in *WWF Raw*, but none of these factors does a significant job of improving on the past. The MegaMoves, a collection of special 'finishing' moves that go far beyond realism, attempt to capitalize on the popularity of codes as seen in other Acclaim hits *NBA Jam* and the *Mortal Kombats*. None of these moves are printed in the manual and their unrealistic nature (for example Doink, a clown wrestler, balls up his foe and boots him out of the ring) makes one wonder why they would even be included in a game that's part of the most realistic wrestling series on the market.

Those who have played the previous WWF games know that it takes intense button-tapping to overpower opponents, and you're almost as exhausted following a match as if you'd been in the ring yourself. But the controls respond well for those who have the reflexes. Each wrestler's repertoire includes many of the same basic suplexes and slams which are

used to wear opponents down before applying individual signature moves.

Six play modes cover it all from an every-man-for-himself Royal Rumble to the new Raw Endurance matches that pit

two teams of wrestlers against each other in one-on-one match-ups, much like *Mortal Kombat II*'s survival mode. After this much action, your thumb's bound to be 'raw.' **GP**

WHICH IS MORE RAW?

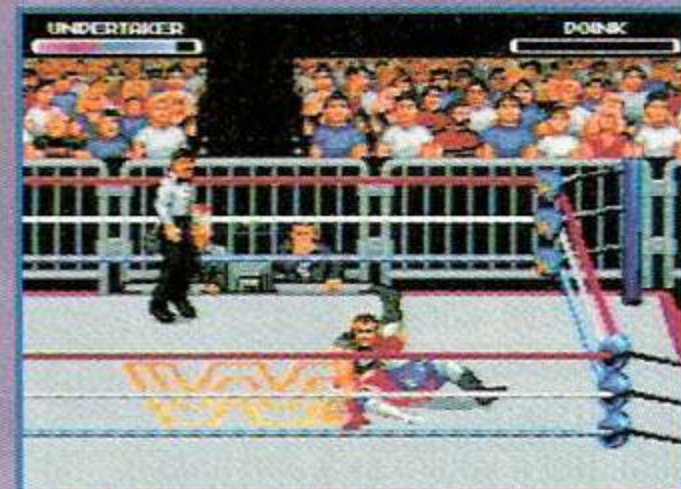
Apart from a few graphical differences, the SNES and Genesis versions are exactly alike. Take a look as they square off side-by-side — SNES on the left, Genesis on the right.



Whether you love 'em or you hate 'em, find a wrestler that fits your personal style.



Wear down your opponent's strength meter with basic moves before going for the big finish.



Remember, you're not exactly Hulk Hogan. Don't be cocky when you have a chance to pin. If you make a mistake while toying with your opponent, that three count may be for you.

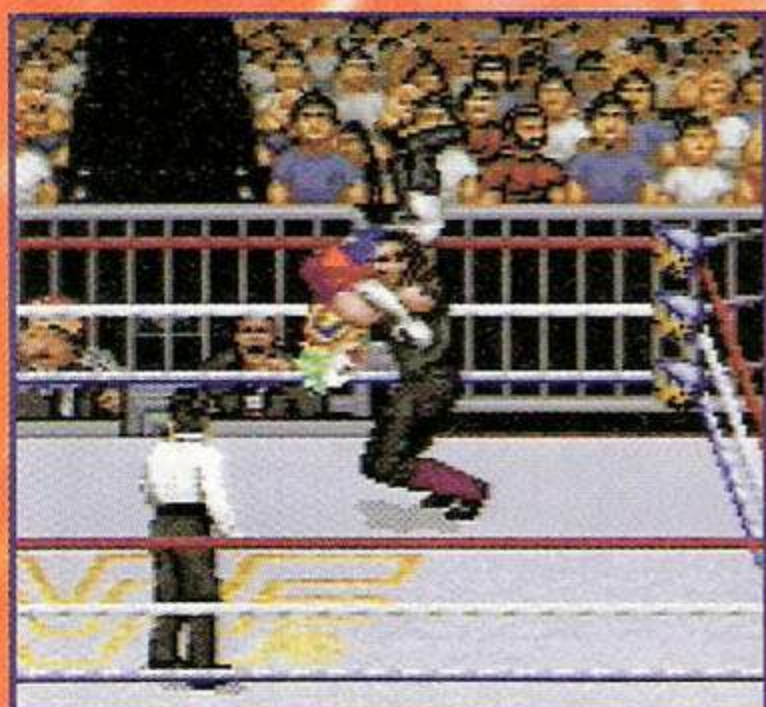
*The following are all SNES screen shots



Pop quiz: What do you do when a ref won't let you cheat inside the ring? Just take him out of the equation.



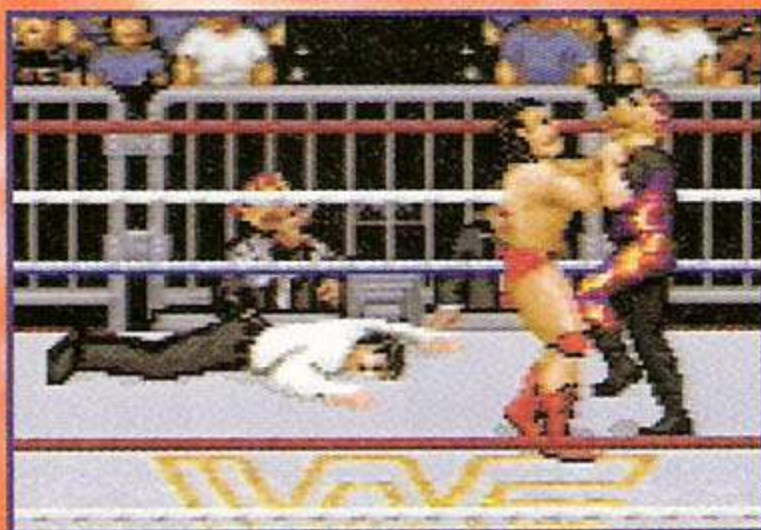
Toss your foe into the turnbuckle, then satisfy the crowd by delivering ten quick shots to the head.



Execute a signature finishing move on your challenger when he's just about out of gas and the match is yours.



Royal Rumbles can get pretty confusing — just make sure you're not the one going over the ropes.



SNES/GEN info

GENRE	wrestling
PLAYERS	1 to 4
LEVELS	n/a
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	24

RATINGS

GRAPHICS

- 8** ◆ Graphics are crisper but less colorful and shaded than the SNES version.
 ◆ As with the SNES version, the animations could be smoother.

MUSIC & SOUND FX

- 7** ◆ The crowd noise increases as you pull off bigger special moves.
 ◆ The limited sound effects get old after a while.

INNOVATION

- 6** ◆ Acclaim plus Iguana equals codes, codes, codes!
 ◆ As with the SNES version, the WWF formula is getting a bit old.

GAMEPLAY

- 7** ◆ Six button compatibility makes clearing the ring easier than on SNES.
 ◆ You still need to ice your hand after the severe button mashing.

REPLAY VALUE

- 7** ◆ Adjustable difficulty lets you increase the challenge as you gain experience.
 ◆ Even pummeling people senseless can become tiresome.

OVERALL **71%**

A SECOND OPINION

WWF Raw is probably one of the best wrestling games I've seen for the 16-bit platform, and while I personally don't go in for this type of button-smashing fest, the presentation is well done. Acclaim couldn't have picked a better vehicle for a no-holds-barred, hit-'em-on-the-head-with-a-chair Royal Rumble of a beat-'em up. I agree with Doug for the most part, although I would have rated this title just a tad higher. This game is addictive thumb candy that kids and hard core wrestling fans alike will eat up. — **Vince**



RATINGS

GRAPHICS

- 8** ◆ The wrestlers really resemble the WWF's real-life heroes and villains.
 ◆ The animations are a bit on the choppy side.

MUSIC & SOUND FX

- 7** ◆ Each wrestler has his or her own theme song.
 ◆ The 'ugh!' sound effects and crowd noises are really bland for a SNES title.

INNOVATION

- 6** ◆ New Raw mode, twelve wrestlers, Mega Moves, and up to four players.
 ◆ Despite the additions, Raw appears like the ghost of WWF games past.

GAMEPLAY

- 7** ◆ If you're skilled at hitting buttons as fast as you can, you're ready for the ring.
 ◆ Many of the special moves use the hard-to-tap-fast L and R buttons.

REPLAY VALUE

- 7** ◆ There are more play modes than you can shake a folding chair at.
 ◆ Arthritis can't be too far off after playing this game a while.

OVERALL **71%**

MIGHTY MORPHIN POWER RANGERS

Publisher & Developer: Sega • now available • \$50-60



Formerly known only as the mysterious **Plaid Ranger**, **Chris Slate** shocked preschoolers (and parents alike) all across

the country when he revealed that the **Pink Ranger** had cooties!

Hey, if dancing around to the *Mighty Morphin* theme song in a set of 'Green Ranger' PJs is your idea of a good time, then... my next question would have to be, 'how old are you?' If you answered below the teens, then get set for some hot gamin' action! If not, then what kind of sick puppy are you?

Despite a level of interactivity so low that it can hardly be called a game, fans of the show will absolutely love this title. Sega knew exactly who it was selling this game to, and did an excellent job catering to that audience. Most *Power Ranger* fans are very young, so the game had to be extremely easy to get into and play. Therefore interactivity was purposely kept to a minimum, while the bulk of the game is simply watching action footage from nine different episodes of the show — which is all the kids really want to see, anyway.

So, while the game fails in almost every aspect of traditional gameplay, *Power Rangers* is perfect for the show's young fans. Considering the game's target audience, Sega couldn't have done a better job. **GP**

The Green Ranger is more mysterious than the others 'cuz he wears a mask.



For a short time in the 70's the Power



Rangers were a traveling band called 'Love Factory'. Their only hit was 'Pure Evil (Stay Away!)'.

Older players will be disappointed to learn that no matter how bad you do, the Power Rangers never actually die. But the robot gets banged up pretty good, though.



Nobody ever mentions the Neapolitan Ranger because of his... problem.



The action consists of hitting buttons when the game asks you to, as video of the Power Rangers runs in the background. Not much of a game, but just what *PR* fans want.

RATINGS

GRAPHICS

8

- Like all CD games, video suffers from the industry's smallest color palette.
- But unlike most other Sega CD games, the video is full-screen.

MUSIC & SOUND FX

10

- Kids will love the show tunes, including the *Power Rangers* theme song.
- Since the sound effects are taken directly from the show, they're perfect.

INNOVATION

4

- There are already plenty of other Sega CD games that play just like this.
- Except for the *Power Rangers* themselves, there's nothing else new.

GAMEPLAY

8

- The game fails on fundamental levels, but the fans still get just what they want.
- The game is easy enough for younger players to keep up and have fun.

REPLAY VALUE

7

- Playing the game is just like watching the show. Do kids ever get tired of that?
- The same nine episodes may get old, and it doesn't take long to see 'em all.

SEGA CD info

GENRE	action-reaction
PLAYERS	one little tot
LEVELS	9
DIFFICULTY	3 settings
SAVE FEATURE	none
MEGS	n/a

OVERALL

76%

Rise of the Robots

Publisher: Acclaim • **Developer:** Mirage • now available • \$74.95



Somehow Doug Brumley got the mad, twisted idea that his Water Pik was secretly plotting doom for all of human kind.



As the EC035-2 Cyborg, you're trying to be the hero of this story.

Designed for combat, the Military Droid combines heavy armor and high intelligence.



The Loader Droid is heavy and strong. Fortunately, it's short on intelligence.



A powerful upper body contributes to the BHF03 Builder Droid's ape-like appearance.



The Crusher Droid — programmed to destroy malfunctioning droids — is a trained killer.



Overcome the size and speed of the Sentry to get to the Supervisor Droid behind the problem.



Humans aren't the only ones who get a little power hungry. In an effort to streamline operations, Electrocorp turned over the reins of its massive Metropolis Four plant to its highly developed robots. The Supervisor Droid has been successfully managing the day-to-day operations until the EGO virus infected it and now the Supervisor is putting its own goals ahead of its assigned daily tasks.

The Supervisor has infected the other plant droids with the EGO virus and reprogrammed Metropolis Four's

security defenses to create one heck of a potential loss for Electrocorp. But the company has a secret cyborg up its sleeve and hopes that it can remove the rebellious robots and avoid further destruction of company property. Gee, all this grief for one measly factory? What a prime example of the corporate mindset.

As a game that was originally designed for PC, *Rise of the Robots* offers impressive graphics and a solid soundtrack. But the old phrase 'never judge a book by its cover' applies here, since there is not much beyond visual appeal to hold your interest. **GP**



The poor game play and too few special moves leave *Rise of the Robots* far short of any other big name fighting games.



You never see two big baddies facing off — even in two player mode someone still has to control the blue EC035-2 Cyborg.

RATINGS

GRAPHICS

9

- ◆ The rendered graphics are impressive for a SNES game.
- ◆ Backgrounds are very detailed but are only one dimension.

MUSIC & SOUND FX

8

- ◆ The fast paced — yet occasionally eerie — musical score sets the table.
- ◆ The 'pings' and 'pangs' of metallic battle become quite repetitive.

INNOVATION

6

- ◆ As with *DKC*, this game shows what can be done on a SNES.
- ◆ Beyond the glitz, it's another poor fighting game.

GAMEPLAY

4

- ◆ How come these robots have only have two special moves?
- ◆ Control isn't as responsive as it needs to be to make this game enjoyable.

REPLAY VALUE

3

- ◆ Even if you actually enjoy it, there are only six challengers.
- ◆ One player must be the main cyborg while the other can be any robot.

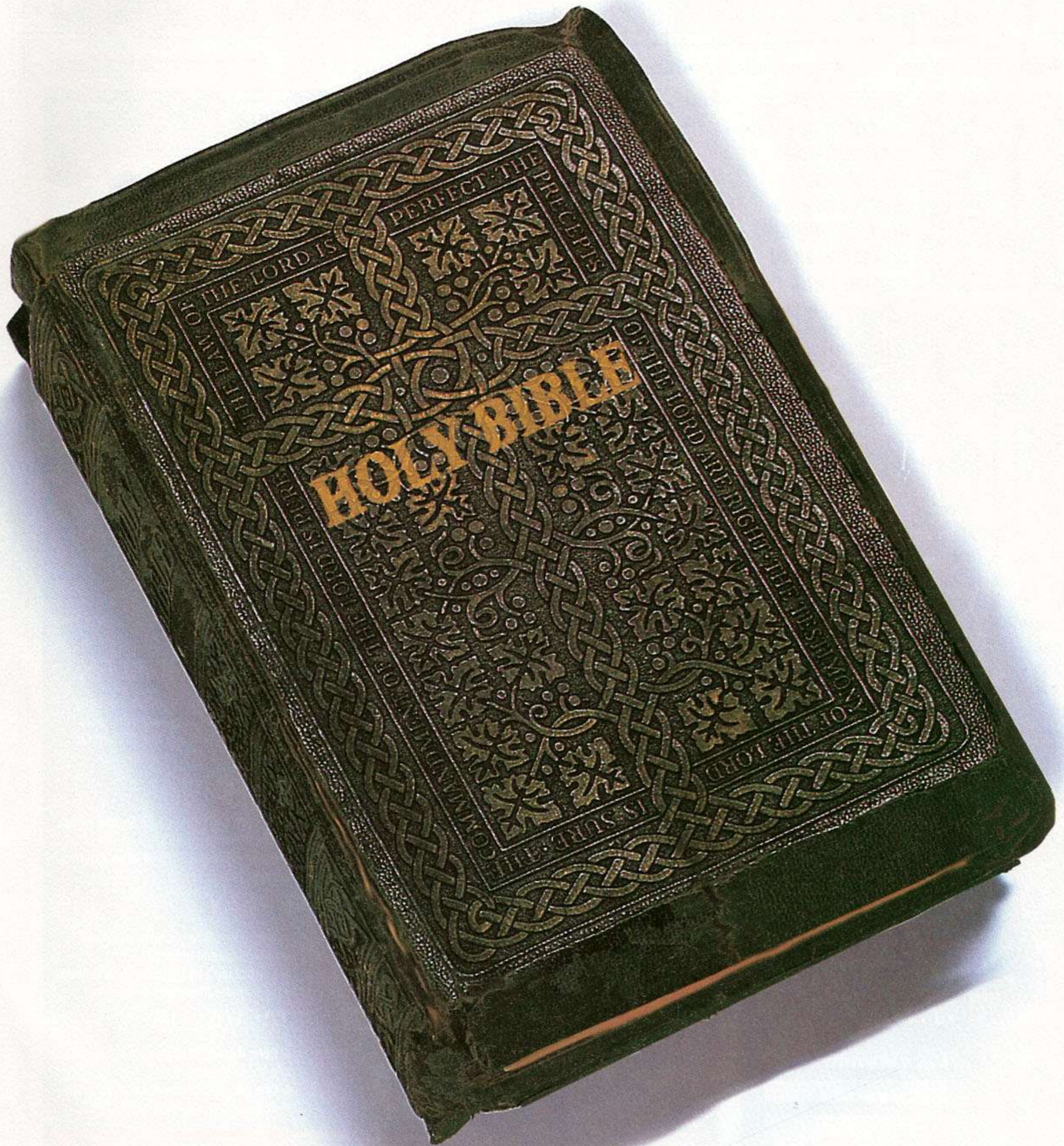
SNES info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	6 challengers
DIFFICULTY	hard
SAVE FEATURE	none
MEGS	32

OVERALL

46%

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5NGA5

Bassin's Black Bass

Publisher: Hot B • Developer: Starfish • available now • \$22.95

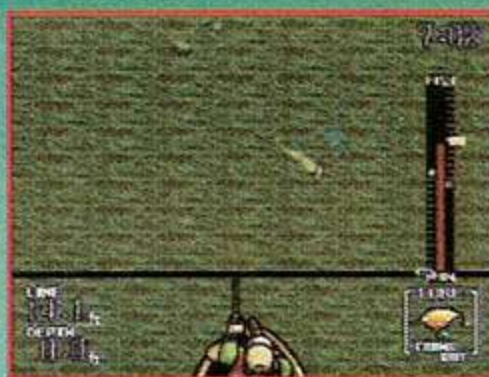


To spite us for not allowing him to do field research for this game, Doug Brumley has brought a pun-gent fish lunch each day for the past month.

Rise and shine, all you anglers. Starting at 7 a.m. you've got nine-and-a-half hours to comb Green Valley Lake and haul in the best selection of five bass. If the combined weight of your stringer ranks in the top three after the weigh-in, then you're off to the next fishing tournament.

There are a total of four fishing tournaments, each at different venues, culminating with the Bassin' World Championship. Each body of water is full of obstacles and vegetation which fish just love to gather around. The trick is to use the right lure and right technique to draw the bass out and convince them to bite. A fishing background is helpful, but a trusty backwoods guide offers to accompany you and show you the ropes, as well as the hot spots.

The graphics and sound come much closer to simulating the fishing experience than you might expect. Bird, frog, and water sound effects add to the atmosphere but it's the overhead view of the well-animated lake that allows you to see the fish and underbrush that lie beneath the surface. Fish



Meters on the right of the screen help you judge when to fight a fish and when to let it run. The color of the arrows indicate how tired each party is becoming.



Once you cause commotion in one area by catching a fish it's best to move your boat to an area of the lake where the fish are less suspecting.

range from dim shadows to detailed outlines depending on how deep they are. Meters for the fisherman and a hooked fish help determine when to be aggressive when reeling one in and when to let it run to avoid snapping the line. There are even realistically frustrating periods where there's hardly a nibble, but that's why you take a cold six pack of beer with you. I wouldn't say it's as enjoyable as fishing itself, but it's as close as you can get without a boat or hip waders. **GP**



Each lure works best in a specific situation. But if you break it or lose it to a fish there's no replacement while you're out on the lake.



Before you enter the first tournament you get to customize your angler with everything from name to facial hair.



Weighing in is what it's all about and you'd better be on time. You're penalized a pound for each minute that you're late past 4:30 p.m.

RATINGS

GRAPHICS

- 8** ▲ The water ripples along with the fish animations, adding a lot of realism.
▼ Customizing your own appearance is a nice touch.

MUSIC & SOUND FX

- 8** ▲ Frogs, birds, raindrops, and wind — Hot B packages nature in a cart.
▼ Rain or the boat's motor may have you reaching for the mute button.

INNOVATION

- 7** ▲ You certainly don't see many fishing games nowadays...
▼ ...but this one's not much different than earlier Hot B fishing games.

GAMEPLAY

- 9** ▲ Well designed meters show you how tired you and the fish are.
▼ Realistic mishaps — line snags and broken rods — take time to repair.

REPLAY VALUE

- 8** ▲ Every trip onto a lake is different.
▼ In these days of short attention spans, video game fishing may prove too slow for some of you.

OVERALL

84%

SNES info

GENRE	fishing
PLAYERS	1
LEVELS	4
DIFFICULTY	medium
SAVE FEATURE	save anytime
MEGS	16

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SUPER STAR WARS **RETURN OF THE JEDI**



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Nintendo

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IRON HELIX



He's mastered the use of radio-controlled cars, planes and boats, but now **Vinny DiMiceli** is about to take control of his greatest RC toy — a space probe on an infected spaceship.

SEGA CD info

GENRE	action
PLAYERS	one
LEVELS	4
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	n/a

Okay, so what's a helix, anyway? According to Webster's Dictionary, *Iron Helix* means a "space-age game of hide and seek." Well, not really. But for the most part, that's what this game is. When you're not trying to avoid an annoying defender intent on terminating your probe, you're looking for the many clues stashed around the craft that help you complete your mission. When you finally succeed in seeking out all of these hidden pointers, the game is completed. Obviously, finding the clues isn't all that easy.

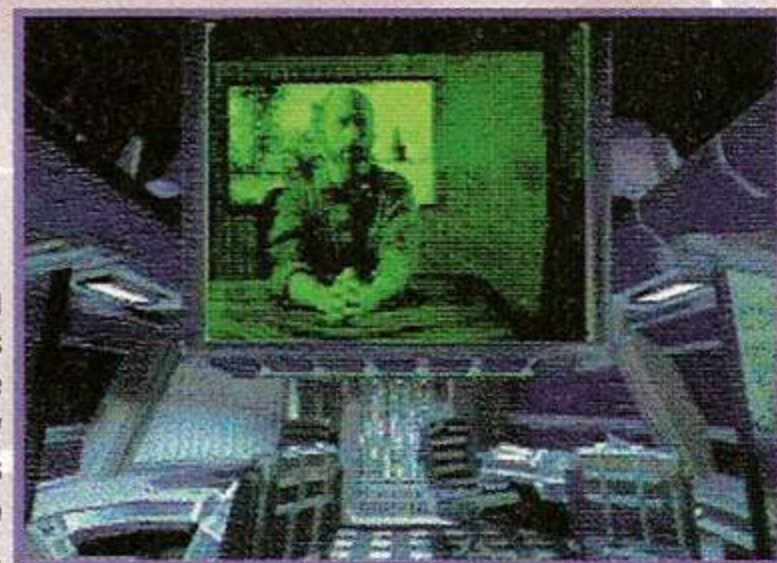
Iron Helix can be a tedious game. Everything has to be checked out, and if you leave any stone unturned, you never get to the end. You really have to be a master detective to get this game done.

So now we come to the big question — is it any fun? That's what we buy all these games for, right?

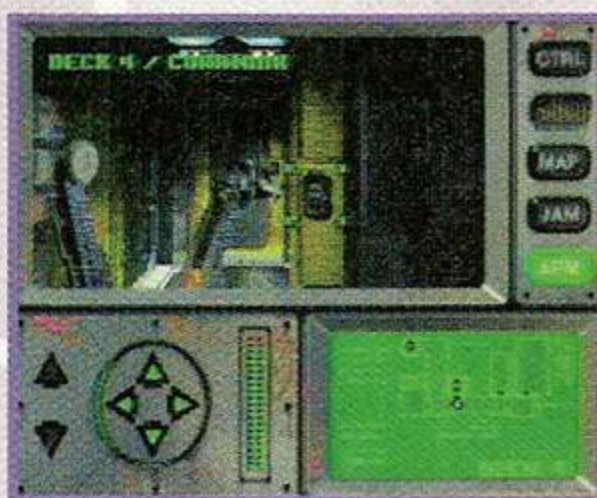
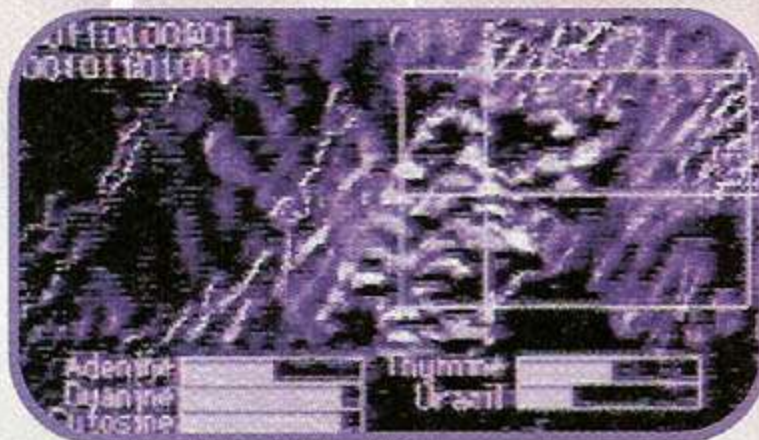
Frankly, it isn't. For a game that should be filled with action, it has very little. And, because it's on CD, it moves very slowly. Even the explosive ending takes way too much time.

Helix requires patience and time. To beat it, you have to check out everything. If you're capable of doing that, then *Iron Helix* is for you. But if you want the instant results you can only get from winning the lottery, pass this game up. **GP**

The opening sequence is cool, but once gameplay begins things quickly go down hill.



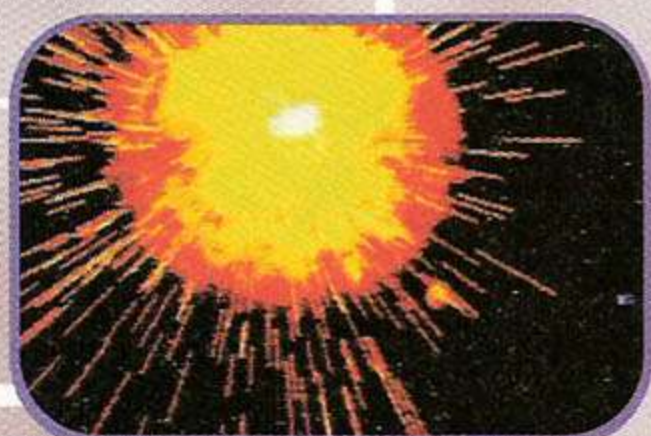
The probe locates some DNA and picks it up at your command.



Your probe's mechanical arm is used to plug into data ports to get information and to pick up the DNA.



Your only defense against the guardian of the ship is to run and hide.



Or you can take a whiz at the urinal.

If you do fail on your mission, it's doomsday for the once peaceful earth-like planet.



In the bathroom you can see yourself in the mirror.



RATINGS

GRAPHICS

- 7** ◆ The highlight of the game. Everything looks movie-like.
◆ I just wish the game itself was as good as the graphics are.

MUSIC & SOUND FX

- 1** ◆ What sound effects this game offered were lame...
◆ ...and during the game, the music was non-existent.

INNOVATION

- 4** ◆ There are already plenty of other Sega CD games that play just like this.
◆ Except for the *Power Rangers* themselves, there's nothing else new.

GAMEPLAY

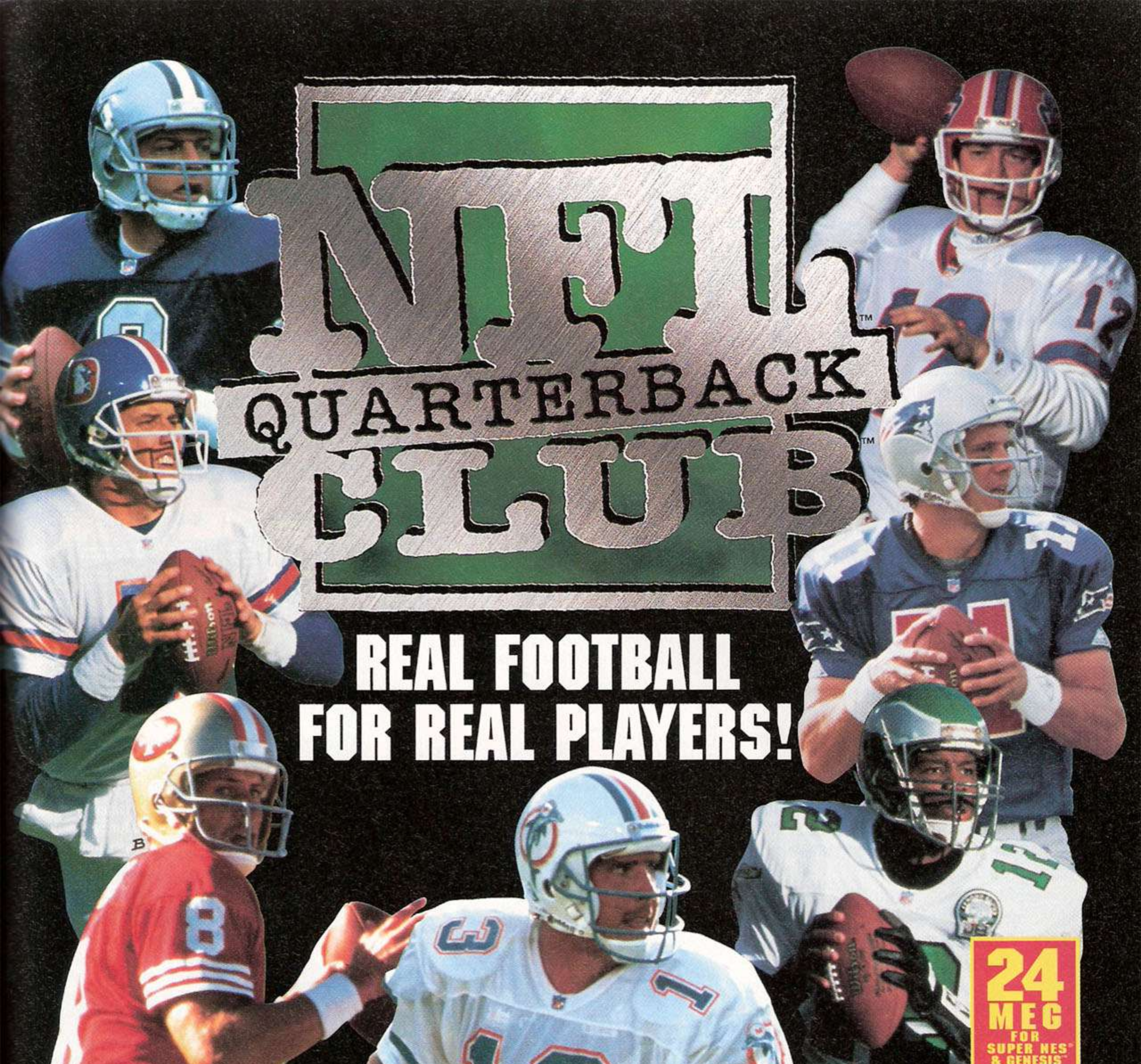
- 5** ◆ As with most CD games, the intro sequence is interesting...
◆ ...but then things tend to go down hill, ending up in a slow, stagnant state.

REPLAY VALUE

- 3** ◆ With patience and time, you'll be able to continue.
◆ To most, results won't come quickly enough, and interest will be lost.

OVERALL

48%



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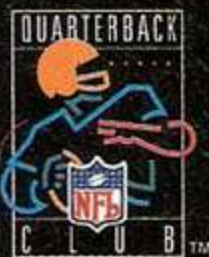
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TIN STAR



After blasting *Lethal Enforcers 2*, we felt **Vince Matthews** was the perfect candidate for Nintendo's latest addition to the shooter category — *Tin Star*.

Once again Nintendo serves up brilliant family-oriented fun as only they can with *Tin Star*, the latest addition to the Super Scope game library.

The adventure takes place in the old west, with Nintendo's newest character, Tin Star, in the lead role. You control Tin Star's trusty six-shooter as he cleans up East Driftwood, a tiny old town that's filled to the brim with those evil cattle punchers, the Bad Oil Gang.

As far as shooters go, *Tin Star* is one of the most entertaining we've seen in years. With characters that resemble distant cousins of the Muppets and plenty of tongue-in-cheek humor that's guaranteed to keep everyone in the family rolling with laughter, this cart is packed with rip-roarin' fun. In addition to being compatible with the Super Scope and regular control pad, *Tin Star* is also mouse compatible, so if you have a Nintendo mouse (it came in-packed with *Mario Paint*), you can really enjoy this title. While it's still only a shooter and no new ground has been covered, I've always considered Nintendo the Disney of the video game industry and again it delivers an incredibly polished product that's well worth a look. **GP**

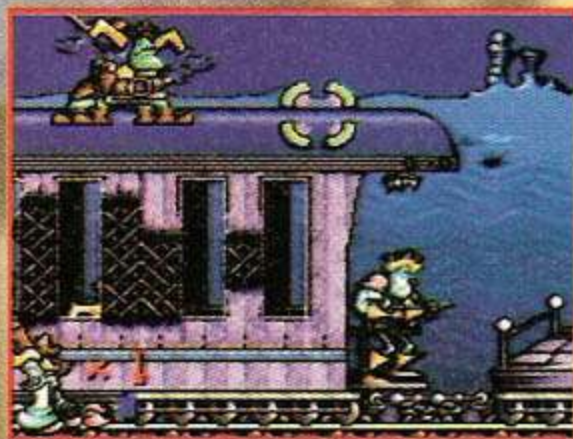
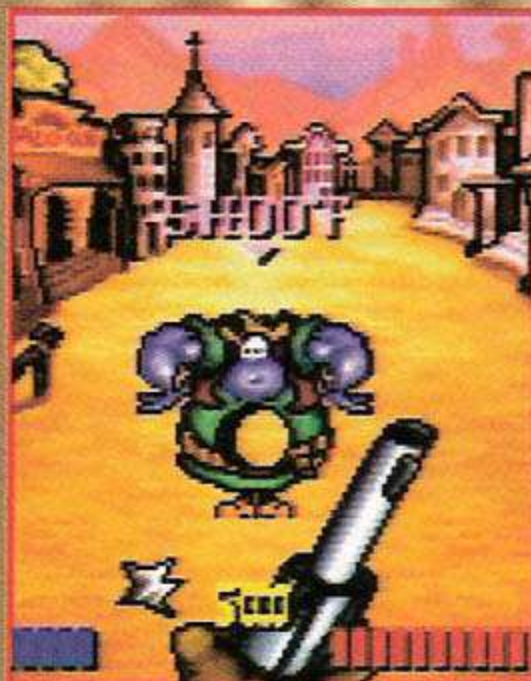


Bonus stages give you extra cash, here you must keep the jug in the air and your finger on the trigger...

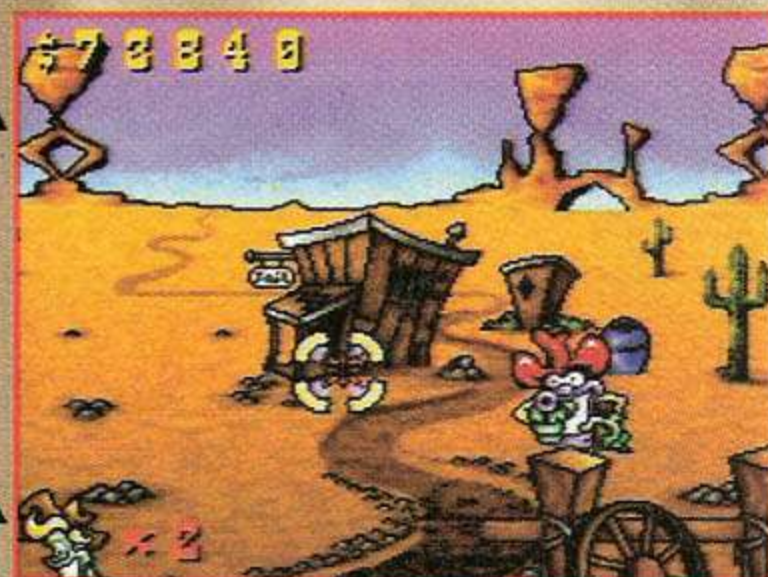


It's a shootout with Black Bart in East Driftwood. How quick's yer trigger finger, pardner?

Fill Bart with holes and survive another day in Driftwood.



Tin Star must stop the Bad Oil Gang from highjacking the train, why? Well, it's loaded with coffee and Tin Star just loves coffee.



Snake Oil's trying to make a jail break! Fill 'em full o' lead, Tin Star!



A full cast of characters, including the beautiful Maria, round out an incredible game.

RATINGS

GRAPHICS

8

- Again, Nintendo's characters grab the player's imagination and funny bone.
- Campy graphics and backgrounds make this game a joy to play.

MUSIC & SOUND FX

8

- From *Tin Star*'s opening theme music this game's music delivers atmosphere.
- There's just four words to describe this — authentic, cool sound effects.

INNOVATION

4

- It's just a shooter — there's nothing new here.
- Nintendo could have thought up some interesting twists on this genre.

GAMEPLAY

8

- Other shooters should make their titles mouse-compatible too.
- You only have to reload the gun during the quick-draw. Hooray!

REPLAY VALUE

8

- Tin Star* is a whole lot of fun and a blast to play.
- Several endings will keep you coming back and giving *Tin Star* another shot.

SNES info

GENRE	shooter
PLAYERS	1
LEVELS	7
DIFFICULTY	adjustable
SAVE FEATURE	yes
MEGS	16

OVERALL

80%

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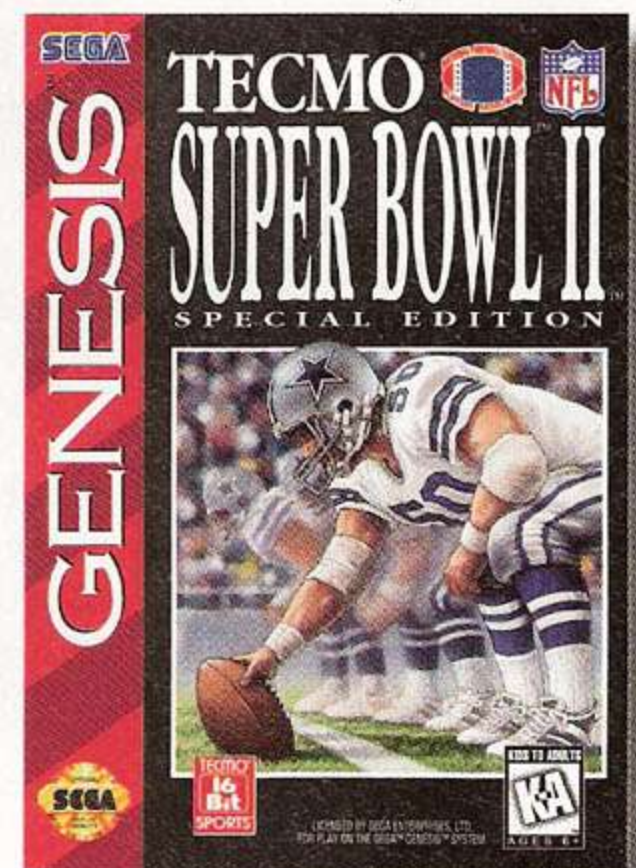
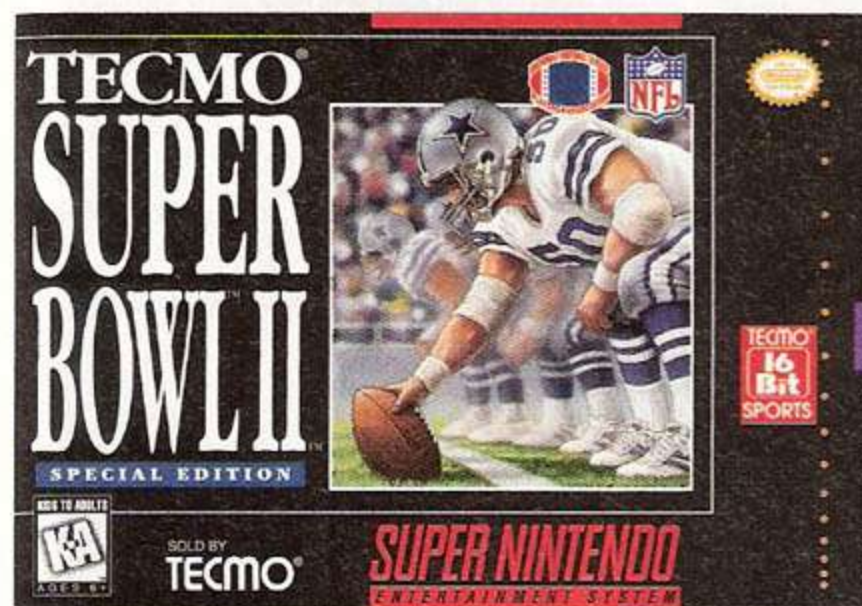
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NEWCOMERS RESERVE ICE TIME

Two more hockey titles have entered the rink. Sony Imagesoft's *ESPN National Hockey Night* and Sega's *NHL '95* (at left) hope to knock some of the wind out of titles like *Brett Hull Hockey* and the current frontrunner, *NHL '95*. Does either one have what it takes to seize the Stanley Cup? Check out our upcoming issues to find out!

SCORE CARD
Tired of dominating your neighborhood in *NBA Jam*? Now you can expand your horizons with Catapult's XBAND modem. The network, which kicked off in late November, supports three sports titles (*NBA Jam*, *NHL Hockey '95*, and *Madden NFL '95*) as well as *Mortal Kombat* and *Mortal Kombat II*. Plug one of those games into the XBAND modem, send out a challenge, and you could be playing someone miles away. You can even chat with your opponent after the game! See page 26 for our XBAND review.

GP SPORTS

Doug Brumley, Editor

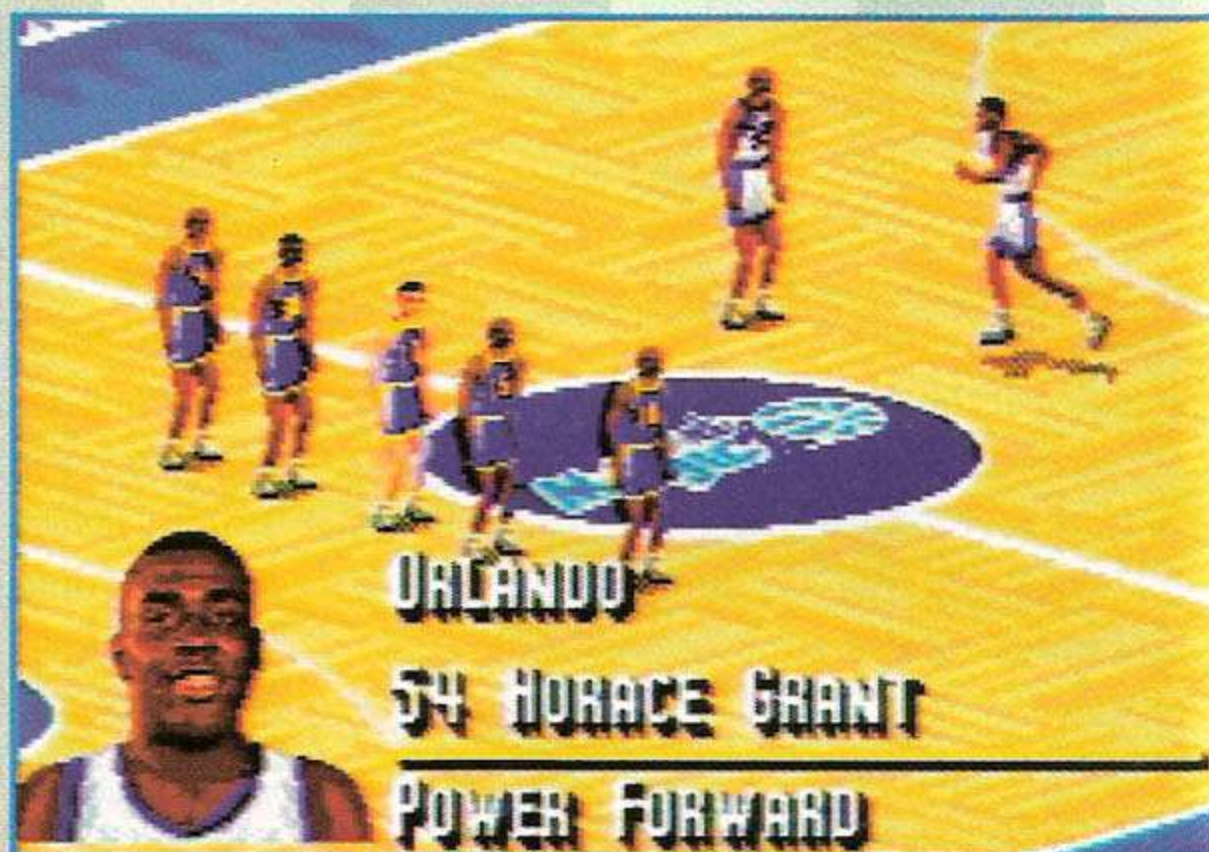
NBA LIVE '95

Publisher & Developer: Electronic Arts • now available • \$59.95

There was a time when Genesis sports games blew away their SNES counterparts when the same game was released on both systems. The SNES version of *NBA Jam* may have been the turning point though, and now it seems that more and more SNES sports titles are overtaking the Genesis efforts.

many commands into three buttons. Stealing is therefore quite difficult on the Genesis court and offenses can usually pass, dribble, and shoot without much threat of losing the ball. On the other hand, the shooting motion is faster on the Genesis and makes it easier to get shots off, and the rosters on the Sega version are more updated. For example, Horace Grant is suited up for Orlando instead of Chicago.

There are a few other significant differences apart from control as well. Due to the Genesis' limited color palette, the SNES version has better graphics, and



The Genesis rosters reflect certain player movements that weren't included in the SNES version.

the SNES' sound capabilities outshine those of the Genesis. And if you're into multi-player action, there is a limit of four players on

Genesis while up to five SNES players can join each other on the court, filling out a five-man team.



Good luck trying to steal the ball. You can stand in front of the ball-carrier forever and poke away to no avail.

Take, for example, *NBA Live '95*. The SNES version of this game could arguably be the best sports game available today (see SNES review in 7, #12), but the lack of control in the Genesis *NBA Live '95* has a noticeable effect on the game's playability and overall gaming enjoyment.

The problem arises from the system itself. The extra buttons on a SNES controller provide for a very advantageous steal button, but the Genesis controller forces the programmers to pack too



While the Genesis shooting motion is much quicker than its SNES counterpart, most of the animations — including dunks — are the same.

RATINGS

- 9 GRAPHICS
- 8 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 8 CONTROL
- 8 REPLAY VALUE

OVERALL 89%

***Game
players***

presents

The 1995

SEGATM

PLANNER

February - July



FEBRUARY 1995

Sunday Monday Tuesday Wednesday Thursday Friday Saturday

HOT 32X RELEASES THIS MONTH

• FAHRENHEIT CD/32X • GOLF MAGAZINE 36 HOLES/32X •
METAL HEAD/32X • MOTHER BASE/32X • MOTORCROSS
CHAMPIONSHIP/32X • WIREHEAD/32X

5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	HOT RELEASES THIS MONTH • MEGA BOMBERMAN/GENESIS • NHL ALL-STAR HOCKEY'95/GENESIS • PHANTASY STAR IV/GENESIS • RISTAR/GENESIS/GAME GEAR • LORD OF THUNDER/SEGA CD • DUNGEON EXPLORER/SEGA CD • BONKERS: WAX UP/GAME GEAR			MARCH 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

VEGAS
WEEKEND!!

12 LINCOLN'S
B-DAY

14 VALENTINE'S
DAY

20 PRESIDENTS
DAY

22 WASHINGTON'S
B-DAY

AS-1
VETERAN!

SEGA

• LUNCH W/
TAILS @
2:00 P.M.

• PROGRAM
KNUCKLES 2



APRIL

Sunday Monday Tuesday

MARCH 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	MAY 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	• STELLAR ASSAULT SPIKED/SEGA CD DESERT DUEL • SOCCER
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16	17	18
23	24	25
30		

ALL RELEASE DATES SUBJECT TO CHANGE



me jers



SEGA
GAMER'S DAY
KNUCKLES



MARCH 1995

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
FEBRUARY 28 29 30 31	HOT RELEASES THIS MONTH • COLLEGE BASKETBALL/32X • GOLF CD/32X • TEMPO/32X • BATMAN & ROBIN/GENESIS SEGA CD • NBA ACTION'95/GENESIS • X-MEN 2/GENESIS • ECCO JR./GENESIS • SHINING FORCE/SEGA CD		1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17 SAINT PATTIES DAY!!	18 KITE FLYING WEEKEND
19	20	21	22	23	24	25
26	27	28	29	30	31	APRIL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31



APRIL 1995

Wednesday	Thursday	Friday	Saturday
HOT RELEASES THIS MONTH • COLLEGE BASKETBALL/32X • WIREHEAD CD/32X • SHADOW FANG/SEGA CD • TEMPO JR./GAME GEAR • MIDNIGHT RAIDERS CD/32X • DEMOLITION/GENESIS • WORLD SERIES'95/GENESIS SHOOT-OUT/SEGA CD • SURGICAL STRIKE CD/32X			1 SKYDIVING WITH SONIC
2	3	4	5
6	7	8	9
10	11	12	13
14	15	16	17
18	19	20	21
22	23	24	25
26	27	28	29
30	31		

JECT TO CHANGE WITHOUT NOTICE

MUST DO!!
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ATTRACTIVE
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GAME PLAYER FOR
NON-STOP ACTION.

WELCO
METOT
HENEX
TLEVEL

APPROVE
NEW SEGA
GAME
↓ ↓ ↓ ↓



MAY 1995

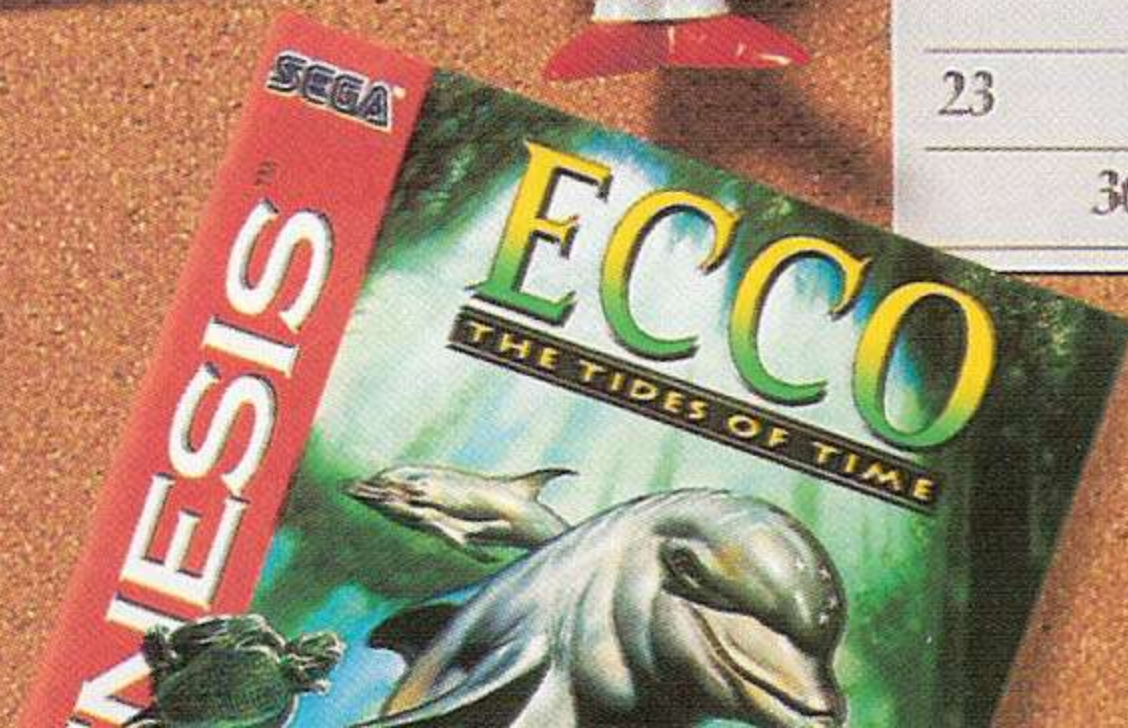
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
APRIL 24 25 26 27 28 29 30	1	2	3	4	5 GET READY FOR WEEKEND	6
7	8	9	10	11	12	13
14 MOTHERS DAY	15	16	17	18	19	20
21	22	23	24	25	26	27 SURFING WITH KNUCKLES
28	29 MEMORIAL DAY	30	31	HOT RELEASES THIS MONTH • SUPER COLUMNS/GAME GEAR • MAGIC SCHOOL BUS/GENESIS		JUNE 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30



• LUNCH W/
TAILS @
2:00 P.M.
• PROGRAM
SONIC 4



Sunday	Monday	Tuesday	Wednesday
JUNE 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	AUGUST 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31		
2	3	4 TH BUY A TON OF FIREWORKS!	5
9	10	11	12
16	17	18	19
23	24	25	26
30	31		



ALL RELEASE DATES

me ers



JUNE 1995						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<div>MAY</div> <div>1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31</div>	HOT RELEASES THIS MONTH <ul style="list-style-type: none"> CHAOTIX (NEW SONIC GAME)/32X CONIX ZONE/GENESIS THE Ooze/GENESIS BATMAN & ROBIN/GAME GEAR SPORTS TRIVIA/GAME GEAR 			1	2	3 LUNCH WITH SEGA PREZ
4	5	6	7	8	9	10
11	12	13	14 FLAG DAY	15	16	17
18 FATHERS DAY	19	20	21	22 PROGRAM NEW CD GAME	23	24
25	26	27	28	29	30	<div>JULY</div> <div>1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31</div>



JULY 1995			
Wednesday	Thursday	Friday	Saturday
			1
	6	7	8 SEGA PICNIC (KEEP KISTAR AWAY FROM BEAN DIP!!)
2	13	14	15
9	20	21	22
6	27	28	29

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MUST DO!!

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*Game
players*

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FIFA INTERNATIONAL SOCCER '95



Publisher: Electronic Arts • **Developer:** Extended Play • **now available** • \$59.95

Well, last year EA Sports put soccer on the video game map with the most realistic soccer simulation ever created, *FIFA International*

• less time on the ground and more time travelling from head to head. A volley kick, which is used for balls that approach below the waist but don't hit the ground first, has also been added for more realism. Players are susceptible to injuries that halve their normal abilities and set plays can be used on the ensuing free kicks to increase the chance of scoring. While the goalies are often quite solid in net, they will give up the occasional rebound so fullbacks must remain alert. The only problem with control arises when switching from player to player. The computer automatically switches to the player it believes is closest to the ball, but often that is not the best player to make the play. This crops up the most on defense but occasionally occurs when you're trying to beat an opponent to a loose ball.



This screen pops up automatically during free kicks, allowing you to choose from a selection of set plays instead of just kicking the ball.



By altering your team's formation and strategy, you can improve your chances against any team you face.



Game stats, along with scoring and foul summaries, are maintained, but there are no running totals for players during league, playoff, or tournament play.

The field has been increased to 64 international teams — 24 more than in last season's *FIFA* — split over nine leagues for use in friendlies, leagues, tournaments, and playoffs. The '95 version retains the wide variety of adjustable options, four player compatibility, and the overall



The volley kick is not only one of the new animations in *FIFA Soccer '95*, but it is also an effective way to distribute the ball.

You can leave hurt players in the game, but since their injuries cut their abilities in half, they won't be very effective.

Soccer. Now they're back with the second in the series, *FIFA International Soccer '95*, and have solidified their hold on the soccer game market.

At first glance the most noticeable addition comes in the form of new animations. Detailed and realistic graphics contributed heavily to the appeal of the original, and both the athletes and crowd have been given new moves. But even if you couldn't see the crowd waving their flags and holding their banners, you'd still know they were there by the incredible crowd chants and songs that fill the stadium during a match. New sound effects make goals an even more celebrated event, with "gooooooooooal!", an air horn, and firework noises attributed to each of the three Genesis buttons. You can mix or match sounds as you like or go for the world record "gooooooooooal!" call until play resumes at the kickoff.

The pace of the action remains basically the same, although the ball seems to spend

simple pick-up-and-play design of the original but uses slight improvements in a number of areas to repeat as the reigning world soccer champ.

RATINGS

- 9 GRAPHICS
- 9 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 9 CONTROL
- 9 REPLAY VALUE

OVERALL **95%**

NFL QUARTERBACK CLUB '95

SNES

Publisher: LJN •
Developer: Iguana •
 now available • \$74.95

GENESIS

Publisher: Acclaim •
Developer: Iguana •
 now available • \$64.95

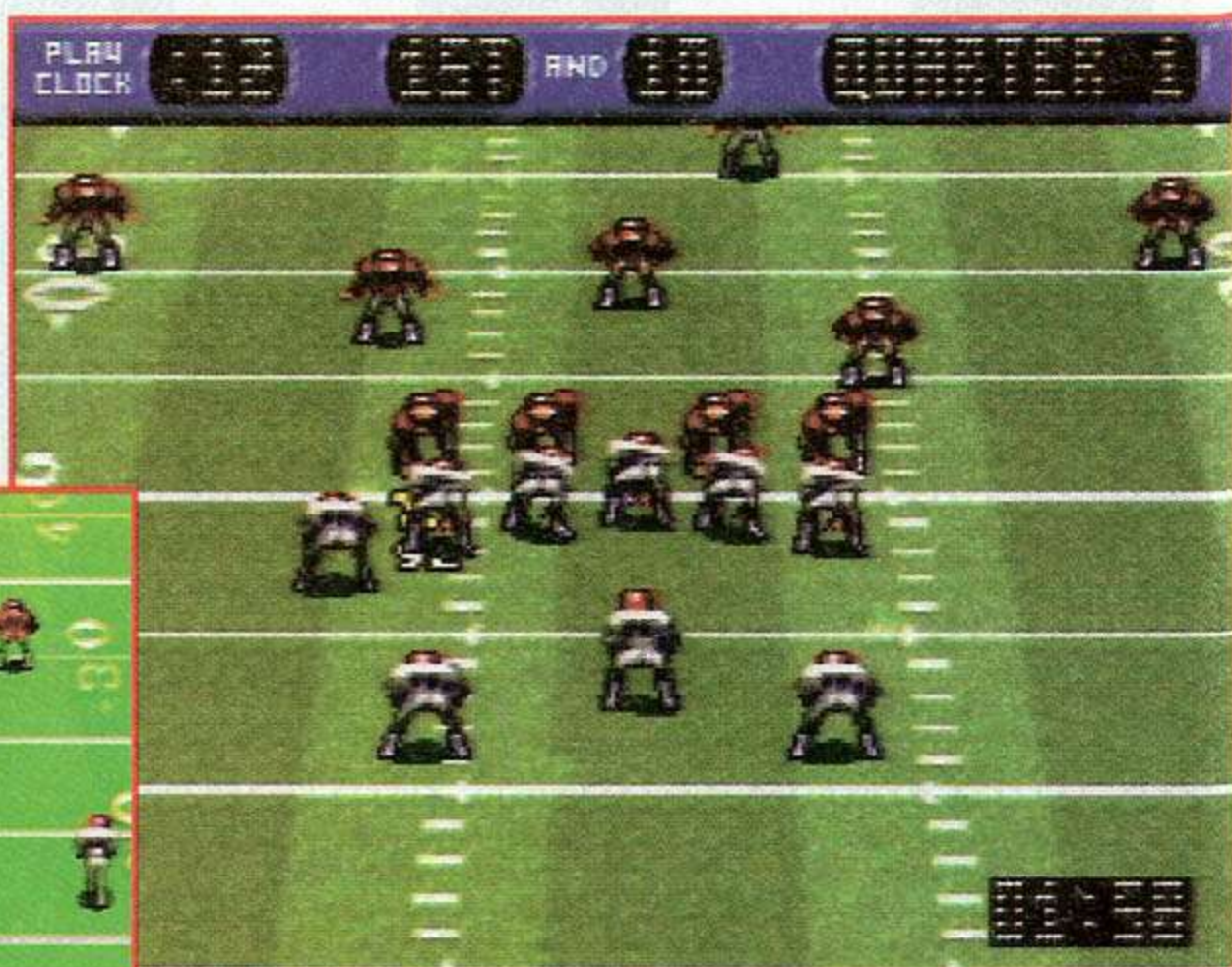
Just like goalies in hockey or catchers in baseball, NFL quarterbacks are a different breed. For proof, look no further than the NFL Quarterback Club, an exclusive collection of professional play-callers that has separated itself from the NFL Players Association, even to the extent that it has its own license.

Although it seems like Acclaim acquired that license years ago, *NFL Quarterback Club '95* is just now hitting the store shelves for the SNES and Genesis systems. Park Place Productions was originally slated to design the game but internal troubles with the developer forced Acclaim to take the product back in-house and reevaluate it. Now, with Iguana in its corner — you may remember Iguana from its work on the SNES and Genesis versions of *NBA Jam* — Acclaim has a very promising finished product on its hands.

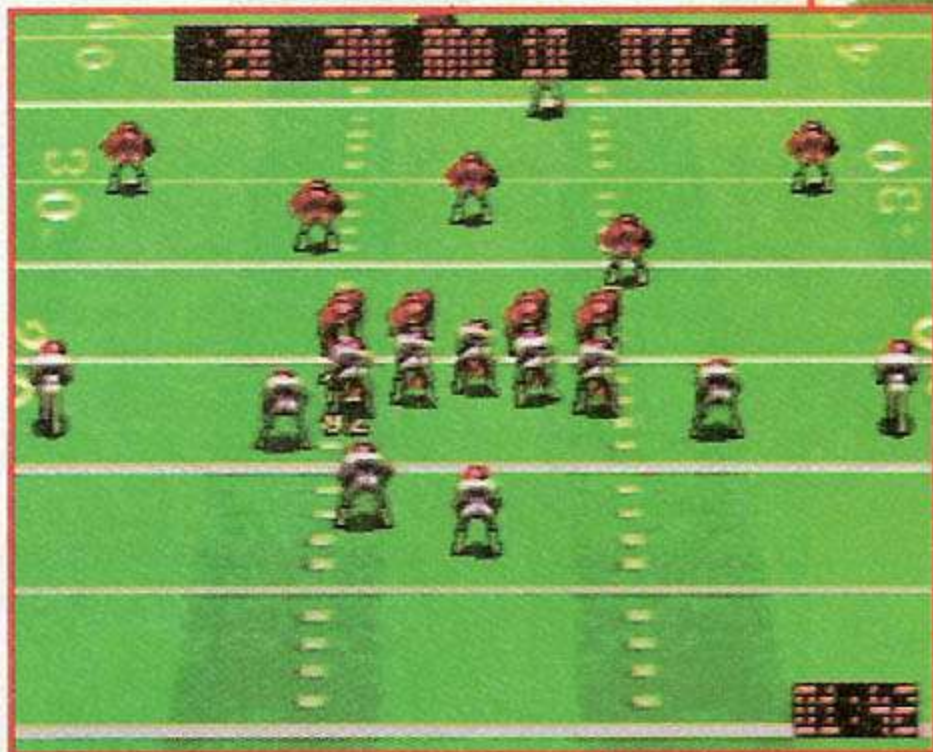
It's tough to carve out your own niche with titles like EA Sports' *Madden NFL '95* and Sega's *NFL '95* setting the standard. *NFL Quarterback Club '95* doesn't quite hang with that company, but it is a fun football simulation that offers many unique features. This three-in-one game combines a quarterback competition, action packed on-field competition,

and thirty reality-based scenarios. *Quarterback Club* does it all very well.

The 19 quarterbacks featured are the only actual NFL players in the game. Each QB has realistic strengths and weaknesses or you can create your own and develop his abilities through the quarterback challenge. The challenge, which is based on the actual annual competition, tests the signal callers in four areas:



Both versions are designed alike, but the Genesis *Quarterback Club* (left) pales in comparison when it comes to colors, animations, and sounds.



accuracy, speed and mobility, distance, and read and recognition. The control in this section leaves a little bit to be desired. But possibly the game's neatest feature is the ability to import your

customized quarterbacks from this section into a team for the exhibition game section.

The game area offers preseason, season, playoff, and pro bowl options, each selection leading to a well-designed football game. The game is simple to pick up and play. To make play-calling easier, the playbook menu begins with short,

medium, and long choices. Once you select which distance you plan to cover or protect, you are given a list of formations. There are only a few plays under each formation, but unlike most football sims, there are a large number of special team plays for kickoffs. Each of the nineteen quarterbacks have also inserted their own signature play into his team's playbook.

Player animations are crisp and detailed and also add to the realism. Fumbles are kicked around and dived on instead of being scooped up and returned. Spins, hurdles, and speed bursts allow runners to elude tackles, while dives and jumps allow defenders to hold their own.

The third area of the game features thirty game-based simulations that put players — *Quarterback Club* allows up to five people to play simultaneously with



Thanks to a simple design, play selection is really easy. The only drawback here is a shortage of plays under each formation.

MAIDEN NFL '95

GAME PLAYERS
ULTIMATE

Publisher: Electronic Arts

• **Developer: High Score** •
now available • **\$59.95**

After locking myself in a room for two weeks with only the SNES and Genesis versions of *Madden NFL '95*, I came to two conclusions: first, the SNES version is slightly better than the Genesis, and second, extreme hunger leads to wild hallucinations.

But seriously, after playing both *Maddens* (see SNES review in 7,#11) it's apparent that the Genesis version just doesn't quite

Make your way to the playoffs to see a bit of Madden's chalkboard handiwork.

graphics and crisper sound effects, besides providing for five player simultaneous play instead of the Genesis' four player option. The

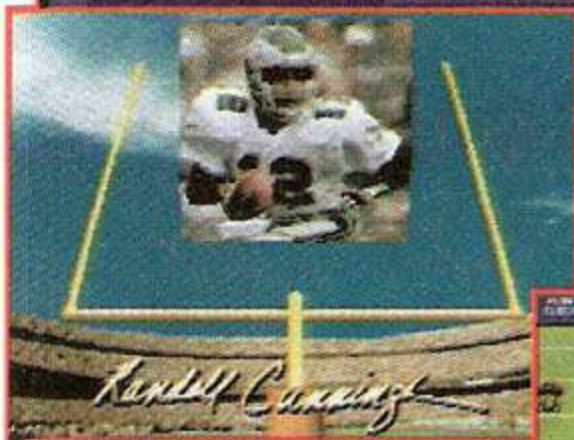
Genesis version also lacks a hangtime meter which appears during punts on the SNES *Madden*. The Genesis version does, however, include almost every player name on the team rosters whereas only the numbers of players are listed on SNES version.

While SNES owners get a few extras when they buy *Madden NFL '95*, Genesis owners shouldn't despair.

Apart from the slightly less impressive graphics and sound there is little else about the Genesis version that has a negative effect on the excitement level.



Once you create your own QB, build up his abilities in the quarterback challenge, then import him into a real game.



Nineteen of the league's top QBs, complete with accurate ratings and stats, are at your disposal.



The speed and mobility competition — one quarter of the quarterback challenge — requires you to run, jump, duck, and accurately throw while racing the clock.

an adapter — into crunch time situations. Can you change the outcome of Super Bowl I and lead Kansas City past Green Bay?

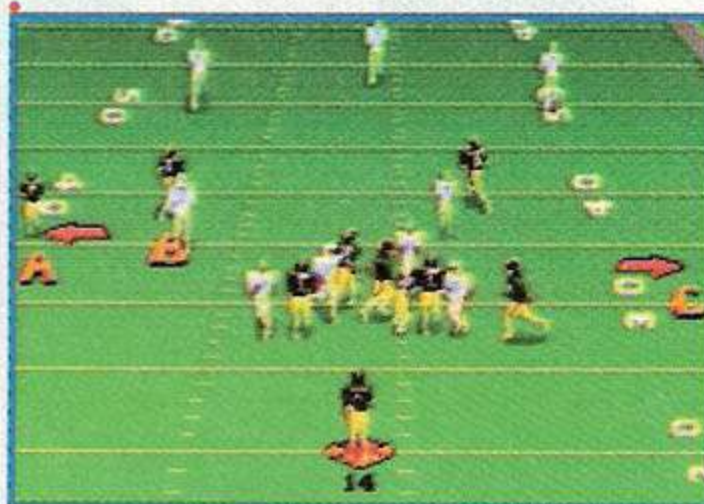
The only difference between the SNES and Genesis versions of

Realistic animations show defensive backs shouting orders to each other before the snap of the ball.



NFL Quarterback Club '95 actually offers three games in one.

the game arise in the areas of graphics and sound, where the Genesis lags a bit behind its Nintendo counterpart. But either way you go, *NFL Quarterback Club '95* is a title worth checking into.



Genesis owners won't be treated to the sound and musical quality of the SNES *Madden '95*, but they certainly won't be sold short on game play.

match up. It contains all the great new additions made for the '95 edition — windowless passing, over 100 player injuries, and a new Madden-designed defense — but there are certain SNES features that are definitely missing in the Genesis product.

For example, the sudden death mode, in which the first team to score wins, is absent from the Genesis version but present on the SNES. The SNES *Madden* also offers sharper, better-animated

TABLES		*****	
		TABLES	
93	W. FULLER	1911	0
94	A. HANCOCK	1911	0
95	M. PERRY	1911	0
96	C. HARRIS	1911	0
97	W. HARRIS	1911	0
98	W. HARRIS	1911	0
99	W. HARRIS	1911	0
100	W. HARRIS	1911	0
101	W. HARRIS	1911	0
102	W. HARRIS	1911	0
103	W. HARRIS	1911	0
104	W. HARRIS	1911	0
105	W. HARRIS	1911	0
106	W. HARRIS	1911	0
107	W. HARRIS	1911	0
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112	W. HARRIS	1911	0
113	W. HARRIS	1911	0
114	W. HARRIS	1911	0
115	W. HARRIS	1911	0
116	W. HARRIS	1911	0
117	W. HARRIS	1911	0
118	W. HARRIS	1911	0
119	W. HARRIS	1911	0
120	W. HARRIS	1911	0

One advantage the Genesis *Madden NFL '95* does have over the SNES version is the inclusion of most player names instead of merely numbers on the list of stats.

RATINGS

- 8 GRAPHICS
- 8 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 8 CONTROL
- 8 REPLAY VALUE

OVERALL **84%**

RATINGS

- 7 GRAPHICS
- 7 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 8 CONTROL
- 8 REPLAY VALUE

OVERALL 81%

RATINGS

- 8 GRAPHICS
- 8 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 9 CONTROL
- 9 REPLAY VALUE

OVERALL 92%

NHL '95



Publisher: Electronic Arts •

Developer: High Score • now available • \$64.95

Despite the icy surface, my brain is still burning after playing the hot Genesis version of *NHL '95* (see review in 7#11). Now it's time to turn our attention to the SNES version though, and unfortunately for SNES owners — as has been the case throughout the length of the series — it still isn't on a par with its Genesis relative.

The game moves much faster on the SNES, which can be good or bad depending on your preference. I found that the action was so fast that I was missing body-checks and overskating the puck, but some players believe the speed makes the action even hot-



Retoiled animations give the game an entirely new feel, and look especially nice with the SNES' larger palette of colors.

ter. From a control standpoint, the line change button is the Select button instead of one of the conveniently located L or R buttons. And despite the better sound capabilities of the SNES, the sound effects are weaker than on the Genesis version.

Player trades are often more difficult to execute on the SNES



Although you can't see it from this still picture, the SNES version of *NHL '95* moves at a much faster pace than its Genesis relation.

version since you are subjected to the strict requirements of an arbitrator. If one team benefits by more than a few player rating points from a trade then the trade will not be allowed; yet in the Genesis version you can go ahead and execute the trade regardless of the arbitrator's decision.

If you're a SNES owner anxious to get your hands on a great hockey game, then the seasonal play and trading options make *NHL '95* the best yet. But, on the other hand, if you're planning on buying based on what you've seen the Genesis version do, then you might be a bit disappointed.

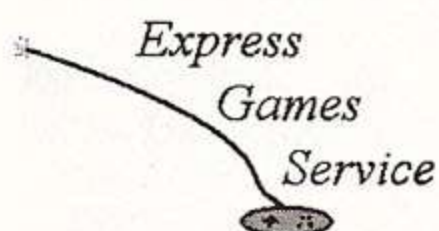
Since you must abide by the strict rulings of the mediators, trading in *NHL '95* can be a bit frustrating.



RATINGS

- 9** GRAPHICS
- 8** MUSIC & SOUND
- 9** BELLS & WHISTLES
- 8** CONTROL
- 9** REPLAY VALUE

OVERALL 90%



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Bar's Nightmare	38		

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M. All Boxing	40		
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NHL '94	50		
NHL '95	60		
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RBI '94	58		
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DARE TO COMPARE

Over the course of the past couple of issues we bestowed the Ultimate Award upon three recent EA Sports releases. This month we've put them up against their counterparts on the opposing 16-bit system. Here's a side-by-side look at each version along with our pick for the best, most exciting simulation of the sport.

SNES GP Sports Pick Genesis

NBA LIVE '95

reviewed 7#12; Rating: 97%

reviewed this issue; Rating: 89%



MADDEN NFL '95

reviewed 7#11; Rating: 93%

reviewed this issue; Rating: 92%



NHL '95

reviewed this issue; Rating: 90%

reviewed 7#11; Rating: 95%





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SOMETHING OLD SOMETHING NEW



Once again, **Jeff Lundrigan** dives into his pool of enlightenment to bring you the latest on what's new with what you've seen before.

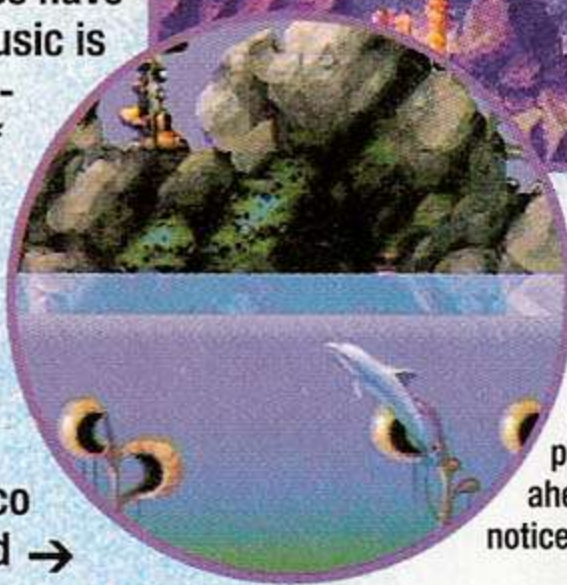
Ecco II: The Tides of Time

Publisher & Developer: Sega of America • \$60-65

Depending on who you asked, *Ecco: Tides of Time* for Genesis was either fun or frustrating. Personally, I've always kind of liked the little guy, although controlling a swimming dolphin isn't as intuitive as making a small furred animal run somewhere.

Tides of Time for Sega CD is almost identical to the Genesis version, except that the graphics have a lot more depth, and the music is much better. The real advantage though, is that *Tides of Time* for Sega CD adds a series of 'history glyphs,' — mystic crystals which trigger rendered animation sequences, showing Ecco's life story.

These scenes, where Ecco meets with killer whales and →



When comparing these Sega CD screens to their Genesis counterparts, the CD version comes out way ahead. Listen close, and you might notice that the music is a lot better too.

Rise of the Robots

Publisher: Time Warner Interactive • *Developer:* Mirage • \$40-50



There are a couple of interesting intro screens, but the game has little else to offer.

The main problems are not-so-hot control and poor animation.

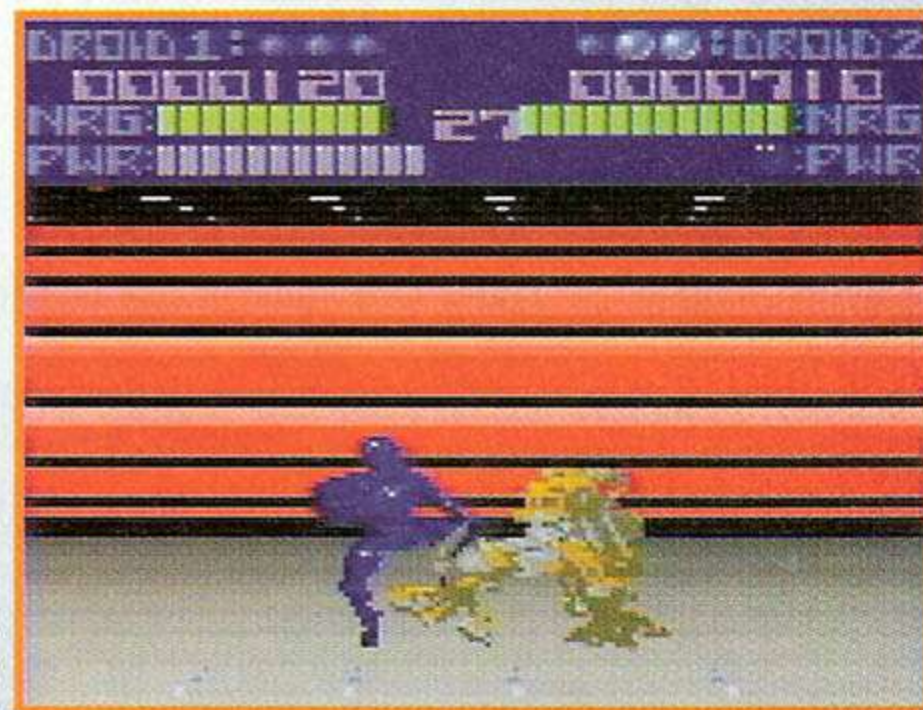


This is probably one of the more disappointing titles of the last year. After being hyped to the skies, mostly for its rendered look, the final game falls short in lots of different categories, including animation and control.

But if the SNES version didn't live up to its potential, the Game Gear version is the pits. Trying to keep up with what little action there is (there seems to be less than four frames of animation per move) on a tiny four inch screen is enough to induce migraines. Stay away.

GAME GEAR info

GENRE	fighter
PLAYERS	1
LEVELS	6
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	4



GP RATING **40%**

Rise of the Robots' main claim to fame is its rendered look. On the Game Gear's tiny screen, even that doesn't help much.

→ other undersea creatures, have absolutely no effect on game play, but at the same time are so completely charming they're almost worth the price of the disk by themselves. OK, so it's just a little extra something that shouldn't matter, but if you like *Ecco* anyway, the CD version is definitely the one you should pick up.



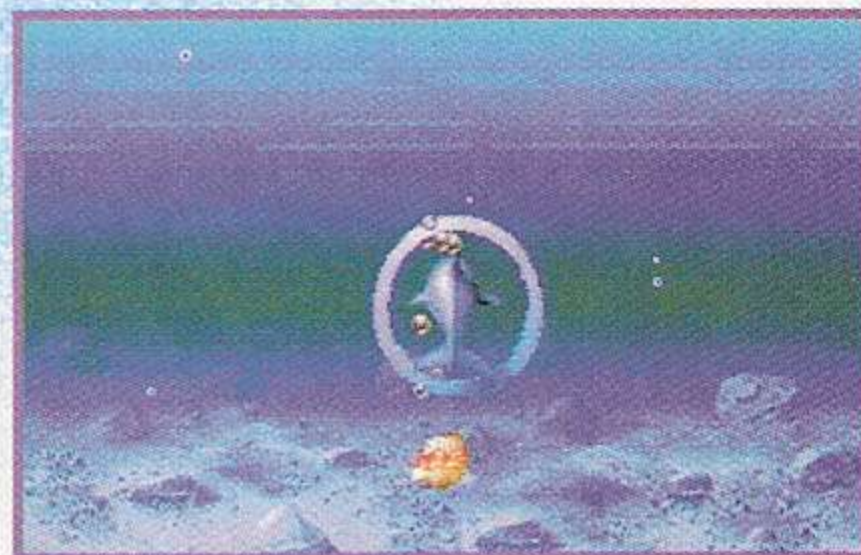
The real advantage the CD version has over the Genesis is the addition of a number of rendered animation clips. They add nothing to game play, but they sure are wonderful to watch. You laugh, you cry. Bring the kids.



Tides of Time adds a new perspective where you control Ecco from behind. Nice idea, bad execution. Controlling our little flippered friend through these sections is about as tough as you could possibly imagine.

SEGA CD info

GENRE	action
PLAYERS	1
LEVELS	40+
DIFFICULTY	challenging
SAVE FEATURE	password after each level
MEGS	n/a



GP RATING **78%**

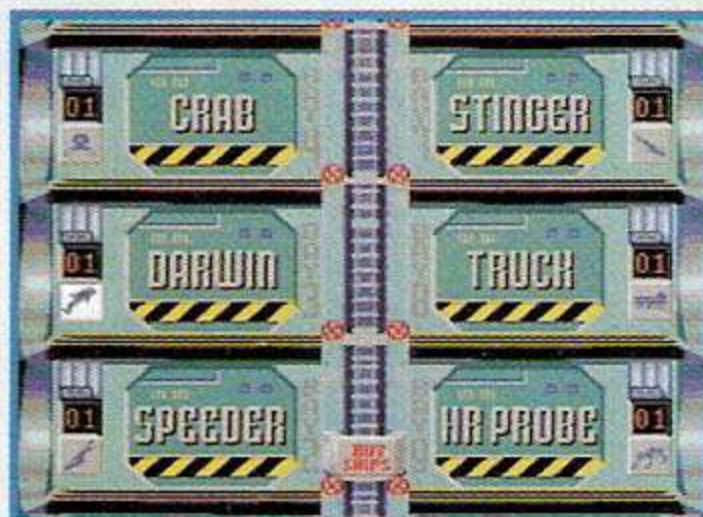
seaQuest DSV

Publisher: Black Pearl • **Developer:** Sculptured Software • \$55-65

This combination of action, strategy, and resource management has more than enough goodness to satisfy anyone. As far as the Genesis version goes, it's nearly identical to the SNES version we reviewed a couple of months ago.

The game's structure is basically the same — cruise around the ocean in the *seaQuest*, blast enemies, and find the mission area. When you get there, you decide which of the eight mission vehicles are best suited to accomplishing your goals, then pilot them out and try to complete the mission.

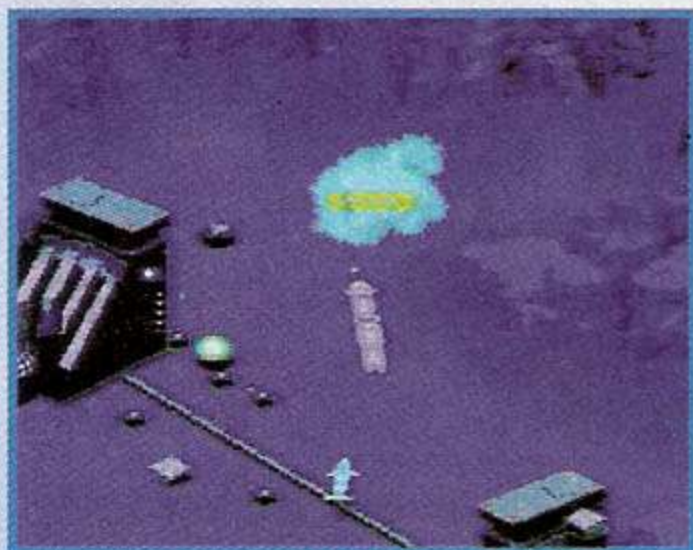
It should be said that, in all fairness, the SNES version both looked and played better than this one. The differences are minor — subtle difficulties in



For each mission, you can choose from one of eight different vehicles to get the job done, including little Darwin — lots of dolphins in games these days, huh?

Although the *seaQuest* moves around in a 3/4, *Desert Strike*-style perspective, the actual missions are side-scrolling action.

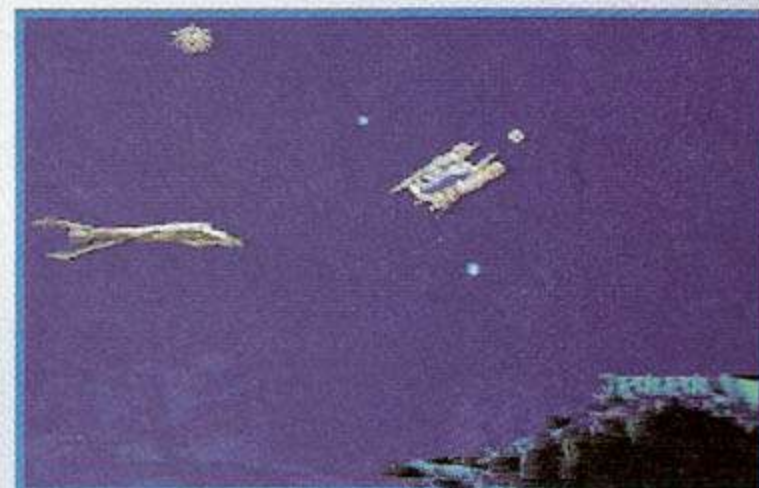
Here we are, tooling around the bottom of the sea, doing good wherever we go — not as easily as we might have if we'd been doing this on a SNES, but we're still havin' some fun, eh kids?



GENESIS info

GENRE	action/strategy
PLAYERS	1
LEVELS	15
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	16

control and the graphics aren't as colorful — but they don't spoil the game at all. If you have a choice, pick up the SNES cart, but the Genesis version is still full of undersea goodness. **GP**



GP RATING **82%**



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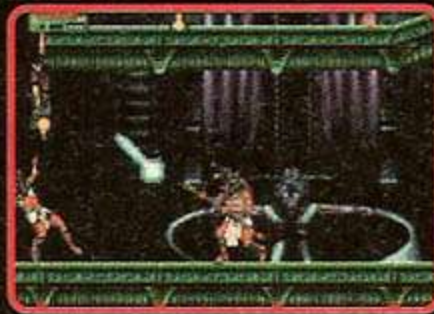
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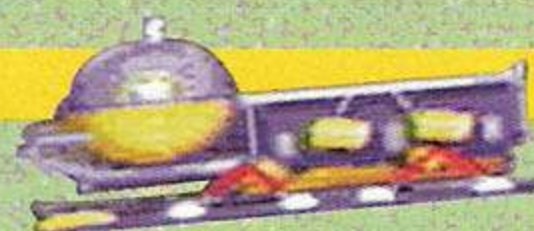
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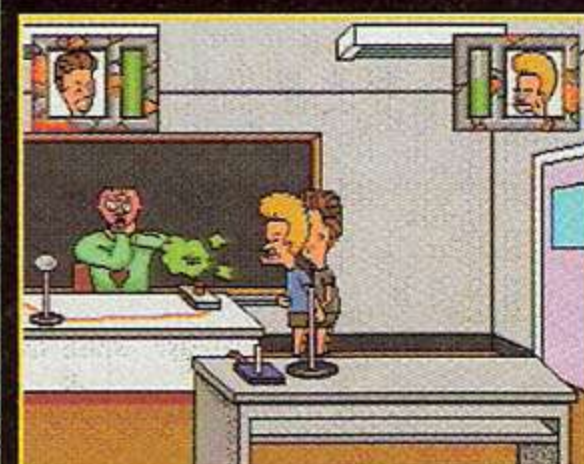
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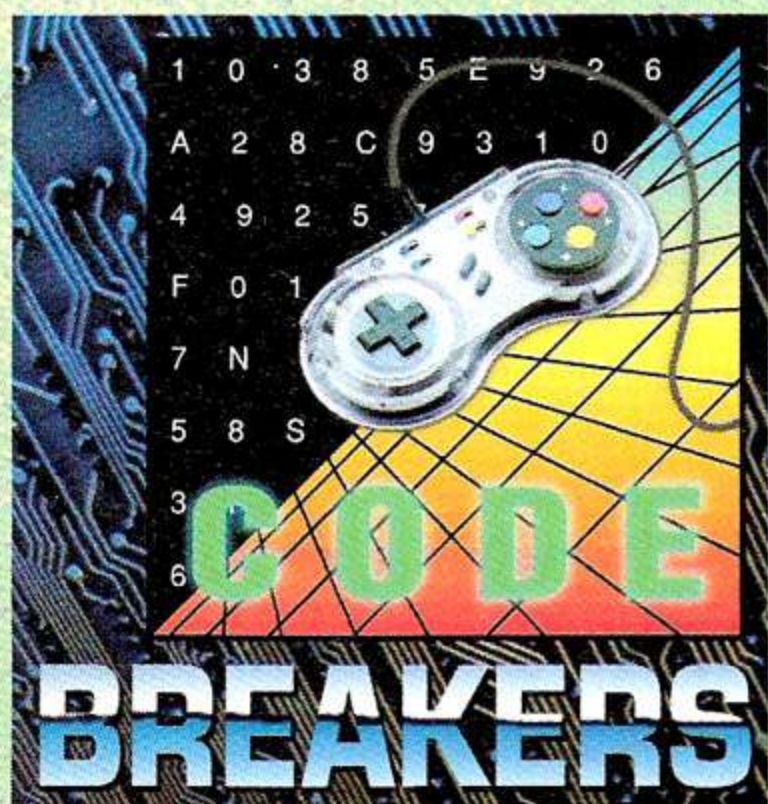
in Cagey Capers 77

Way of the Warrior 78

Wild Snake 77



X-Men 78



Video game vampire Mike Salmon stalks the gaming halls at night, searching for blood, eternal life, or at least extra continues!



By now, all your New Year's resolutions have been broken, the holiday spirit has passed, and those great new games you got for Christmas are getting a little stale. I can't do a thing about your weak moral character or the inevitability of post-holiday depression, but I can stuff your empty stockings full of codes that are sure to enhance your video gaming experience, if not your life.

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If all goes as planned, 1995 is gonna be the year of the code, and the only place to satisfy all your code needs is right here in Codebreakers. Keep calling and sending in all your codes and you can be a part of something big, maybe even bigger than we know! So, whether you enjoy the codes, live for the codes, or just enjoy leaving psychotic messages on my voice mail, you need to make yourself heard! Now, let's get started! Here come the codes!!!

Mike

SHOCKWAVE

Electronic Arts for 3DO

A Wave of Passwords

These passwords are sure to give this high-tech shooter some new life. Get extra weapons to help you through the incredibly tough (but awfully repetitive) levels.

To put in passwords, press the pause key when playing, then enter passwords using the **A**, **B**, **C** buttons. Then press the **Quit** button (square). If the password is correct, the game won't quit.



ACABAACAAA gives you the ever-useful smart bomb. Unfortunately, this is valid only once a mission.



The master password is **BACCAA**. You must enter this first to use any other passwords. With this password, you get two more maneuvers like this.



CAABACA gives you this super laser — feel the power!



ABACAABA isn't just a classic Genesis album — it's also a password that makes you invincible. Now you can ram the enemy to save some ammo.



Code Monkey of the Month

Like any good code monkey, **Taylor Nichols** of **Mesa, Arizona** wasn't happy just to have

Sonic & Knuckles in **Sonic 2** and **3**. No, he wanted more, so he started monkeying around (as all monkeys do) by putting all kinds of carts into **Sonic & Knuckles**. What he found was four totally new bonus levels if you have the proper carts. Our hats are off to our first desert Code Monkey, and for his curiosity he's gonna be enjoying games with a brand new Ascii Pad. Yahoo!



Plug **Sonic the Hedgehog** into your open-ended **Sonic & Knuckles** cart and this colorful cast of characters taunts you.



Ah, but if you press **A**, **B**, and **C** simultaneously this screen appears and by pressing the **A** button you can pick to be **Sonic** or **Knuckles**.



Press **Start** and this all new maze is yours for the taking.

Game Genie Codes

Galoob for Genesis

EARTHWORM JIM

Playmates for Genesis

CT3W-LA9T
J4BW-LA4Y

No air loss in Sea Pod
No damage to Sea Pod
from running into walls
Start with 7000 Plasma
shots — 1st life only
Start with 7000 Plasma
shots — 2nd life and after
Start on Peter Puppy

G82W-JAHO

GBRC-KRME

A75C-JADY

Game Genie Codes

Galoob for SNES

SUPER PUNCH OUT

Nintendo for SNES

C2AB DFDF

Some special moves don't
hurt as much

C2B8 64A5

Infinite rematches

49BC 6F6F

Start with half energy

Game Genie Codes

Galoob for Genesis

SYLVESTER AND TWEETY
IN CAGEY CAPERS

Sega for Genesis

AAZA-CAA8 + AAZA-CAB8

Get an extra life
at 34,464 points

RE4T-C6Z6

Fish bowls restore
full health

FT3A-CC66 + FT3A-CCFC

Sylvester can
take a lot
more hits

AYCT-AAAS

Start on level six —
Hyde and Shriek Two

Game Genie Codes

Galoob for Game Gear

ANDRE AGASSI TENNIS

Techmagic for Game Gear

15C 60F F76

Agassi starts with 21 back
hand strength

15C 68F C4E

Agassi starts with 21 back
hand accuracy

15C 70F F76

Agassi starts with 21 fore
hand strength

15C 78F C4E

Agassi starts with 21 fore
hand accuracy

15C 80F F72

Agassi starts with 21 serve
strength

15C 88F C4A

Agassi starts with 21 serve
accuracy

Game Genie Codes

Galoob for Game Boy

WILD SNAKE

Bullet Proof for Game Boy

3E2 7ED 2AA + 032 7FD 3BD

Snakes are shorter

3E6 DFD 081 + 3E6 E1D C49 + 306 E2D 19A

Collect one snake in King-cobra mode and
finish the level

3E5 53B 081 + 015 54B C47 + 005 55B F71

Speed is very fast



You warp directly to level five — Hyde
and Shriek. My, how Tweety has grown!

Game Genie Codes

Galoob for Genesis

SONIC & KNUCKLES

Sega for Genesis

The following codes are for Knuckles in *Sonic
The Hedgehog 2*.

AX6D-AA3W

Knuckles doesn't lose
rings when hit

HWLX-GA2Y

Infinite time

SD5X-BATZ

Rings worth eight

JV1D-CA6W

Infinite lives

PVWD-CRDC

High jump for Knuckles

SYLVESTER & TWEETY

Time Warner for Genesis

Warping Putty Tat!

With this trick, you can jump Sylvester directly to
level five at any time. Good luck!

Start the game and
pause at any time.



Once you're paused,
press A, A, A, B, B, B, A,
then press Start.



Plug in *Ecco 2* and this
bonus level is available.



Dr. Robotnik's Mean Bean Machine is a per-
fect fit and gives you this bonus level.

Put *Dynamite Headdy*
in the slot and you get
this level.

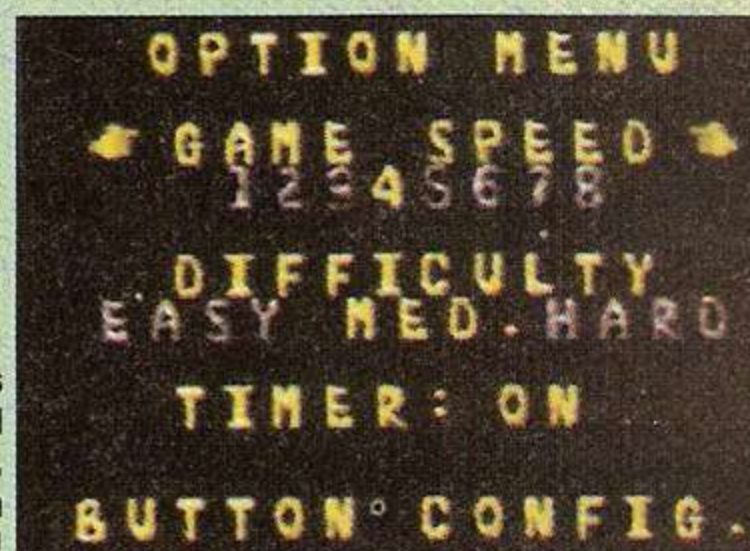
Select your fighters
then press Select and
Left at the same time.
This options screen
appears. Wow!

CLAYFIGHTER TOURNAMENT EDITION

Interplay for SNES

Clay Codes!

With this little trick, you can access an options
screen that should be available without a code. No
blood code, no stage select, just your usual speed
and difficulty.



READER TIPS

WAY OF THE WARRIOR

Naughty Dog for 3DO

Joseph Taylor of Vallejo, CA, sent us these passwords that allow you to play as the bosses and enjoy a psychedelic background. Hey, way to go, Joseph! Good work!



At this screen enter the following info — A Gavin July 11th, 1970.

Now you're able to pick this boss and pull off moves like this.



Put in J Rubin Jan 6, 1970 and you gain access to the other boss and all the moves that come with it.

To get this Psychedelic stage enter Paranoia May 5, 1975 at the password screen.



PAC MAN 2

Namco for SNES

Jim Henderson of Little Rock, AK, sends us a couple of passwords that allow you to get out of the Pac house and play the classic arcade games without wandering around to find them.



Go to this password screen to enter all of the passwords.

Enter PCMMOPW and you're able to play Pac in the original Pac Man.



Enter MSPCMND and you can try your hand at Ms. Pac Man. Sure is cheaper than buying both arcade games, huh?

Enter 0 (The Pac Symbol) GFJJ8 and you can skip right to the final level, and you can see what Pac is made of.



X-MEN

Capcom for SNES

Passwords for Mutants

Get to face all the mutant baddies, even if you're having trouble completing the very difficult first level. Thanks to our own Chris Slate, who compiled these passwords as he beat his way through this game.

At this password screen enter all the following passwords. The first letter in the name of the mutant is what we put down. (ex. C=Cyclops)



Put in EXWWWBCB and you're past the first level and on to face some more challenges.

PCAWGMP puts you face to face with Tusk. Cyclops and his optic beam is the wise choice for victory.



XNMPNMM sets you up against the queen Brood. Wolverine is your best bet for besting this Brood.

BCWWWCPW summons Juggernaut for battle. Psylocke is the only choice for fighting this monster.



EXXMGWMA brings on Exodus. The Beast holds the cards on this boss.



BPBWACPW sets up a showdown with Omega Red. Use Wolverine to win.



GIVE US A HAND

You've gotta be a real game addict to discover those secret codes — that's why we're so smart. We want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: Codebreakers; Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010 or call the Codeline at (415) 330-5348.

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCiiWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is Taylor Nichols, from Mesa, Arizona, who scores a controller for his Sonic & Knuckles cart swapping trick.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!



What a cool controller! The Fighter Stick takes the pain out of getting through those games!

Now there's no reason for you not to send in your codes! The ASCiiPad is the ultimate in controller action!



EAT PLASMA YOU FREE-FLOATING, PUS-FILLED, SLIME-SPEWING, GRAVE-RISING, WORM-SUCKING, MAGGOT-RIDDEN, SORRY EXCUSE FOR A POLTERGEIST- WANNABE!



Snowboarding is cool.

Bungee jumping can be fun...

But when was the last time you experienced the primal rush of splattering a mass of grave goop into a thousand jiggling chunks?

Join the Ghoul Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Amityville.



But be warned... Once you dish your 50,000 watts down some festering spook's gullet, you may never have the desire to go rollerblading again.



This guy looks like he's seen a ghost! Save him, then plaster Casper all over the place.

Grab your partner and team up for a splatter-a-thon in 2 Player Cooperative mode.

The bosses in here are pretty spooky. You'll need all the plasma in your cannon to zap this creep.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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The huge cart fell, gaining speed as it toppled from the Empire State building. It hit the ground with a huge noise. "It wasn't the planes that got him, it was Jeff Lundrigan that killed the beast!"



And heere it is! Yes, the map to Turtle Rock, the penultimate level of *Zelda* for Game Boy. This pretty much clears up everything I've ever been asked about that game, so now I can put it down and forget about it — unless, that is, I start getting letters for something else that isn't clear. In any case, I'm slowly starting to work through the huge pile of *Final Fantasy III* questions that's constantly

growing in the middle of my desk, and I doubt that one's going to go away for a while. My life is hell. In the mean time, here's how to find a couple more of those pesky ticket pieces in *Beavis and Butt-Head* for Genesis, plus an extra tidbit you can find at the end of *Super Metroid*, a game that never ends. And by the way, I can still be reached by E-mail. Again, this isn't really a hint line (maybe if I know the answer off the top of my head I'll give it a shot — no guarantees though), but if you feel like getting in touch, use jfflucky@netcom.com.

Jeff

BEAVIS AND BUTT-HEAD

Viacom New Media for Genesis

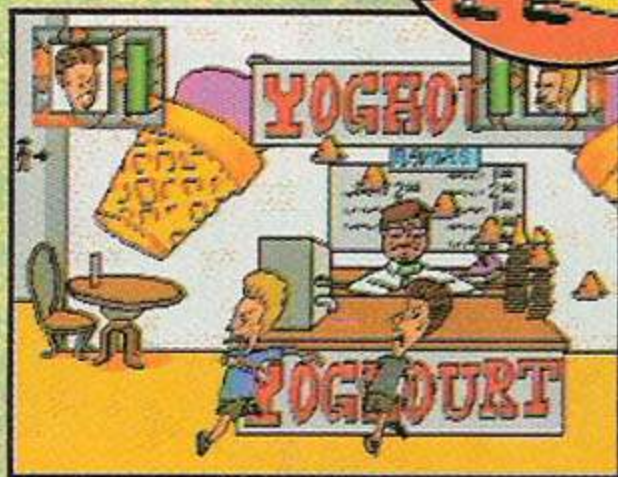
I am stumped. Whenever I play, I get stuck trying to find the last three ticket pieces. I need some help! I have already found the one piece you get after beating Billy Bob in the race, the piece you find in the parrot's cage, the piece under the top secret file in the army guy's office, the piece you find in the nest after cutting down the tree, the one the guy belches up in Burger World, and the piece that the Buttlady gives up after she takes a swim in grape pop. Where are the other three pieces, and how do you get into the laundromat?

James Baumgart
Necedah, WI

Getting into the Laundry is simple — grab the jeans off the bedroom floor at Butt-Head's house, then head to the Turbo Mall. At the far end of the mall is the Yoghurt store, and in the store's bathroom you find a bar of soap on the sink. On the way back to the laundry, stop at the



To get the piece out of the laundromat, first head to the Yoghurt stand at the far end of the Turbo Mall. Head into the bathroom and grab the soap off the sink.



auto mechanic's place, overcome him by any means necessary, and grab your free can of oil. With the jeans and the soap, you can get into the laundry. Stand in front of the dryer on the far left and use the oil to grease the

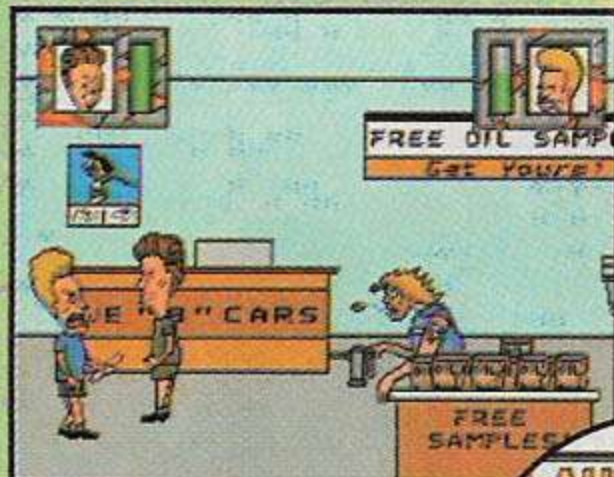
door. The ticket is inside.

There's another piece on top of Principal McVicar's head at the High School. Enter the first door in the school hallway to get into Buzzcut's class. Belch or fart on him (no other weapons

have any effect) until he passes out, then grab the two bottles of chemicals off his desk. Walk to the end of the school hallway to find the Principal, and use the chemicals in the office.

The last piece is a squeaker. As you're leaving the High School, look under Van Driesson's desk and grab the miscellaneous hunk of goo you find under there, then head

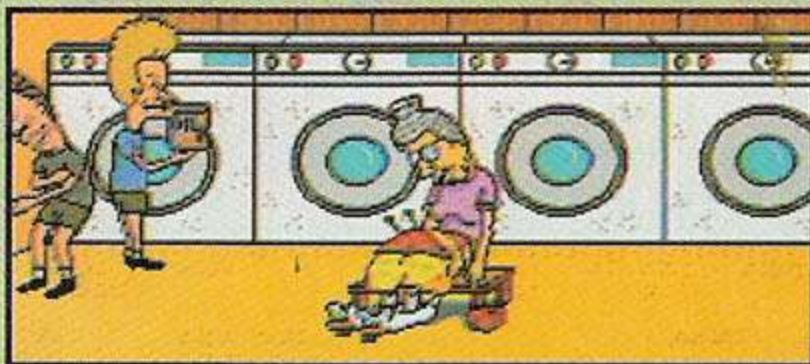
home. Use the glop as bait for couch fishing, and you reel in the last piece of the ticket.



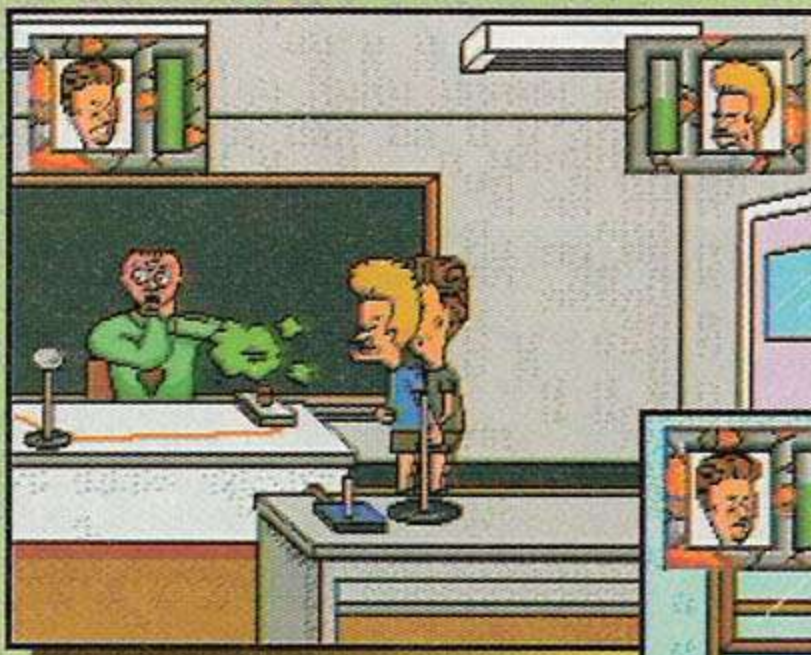
Go back to We 'B' Cars and shoot the crazed mechanic inside, then take his can of oil. Using the jeans from Butt-Head's room and the soap, you can get into the laundry.



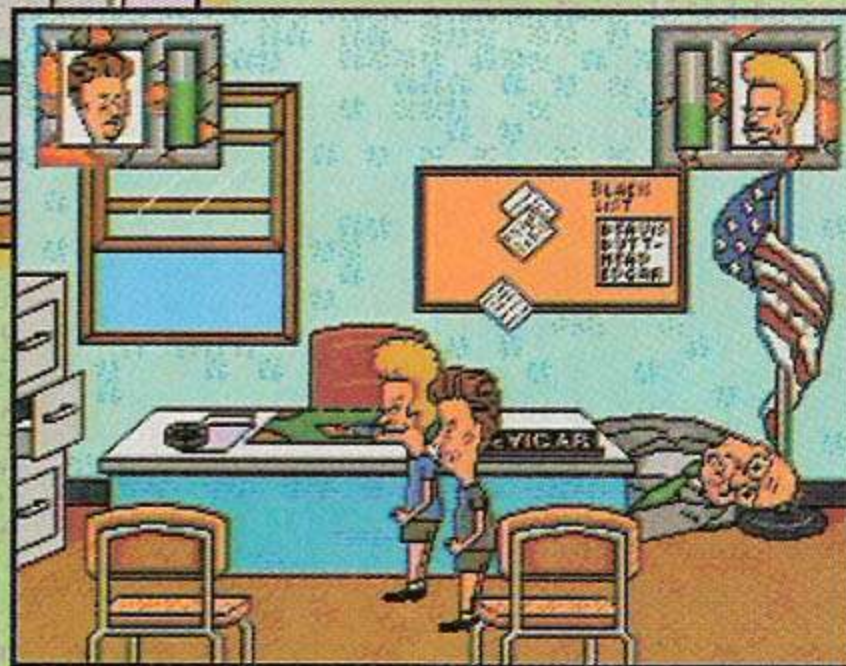
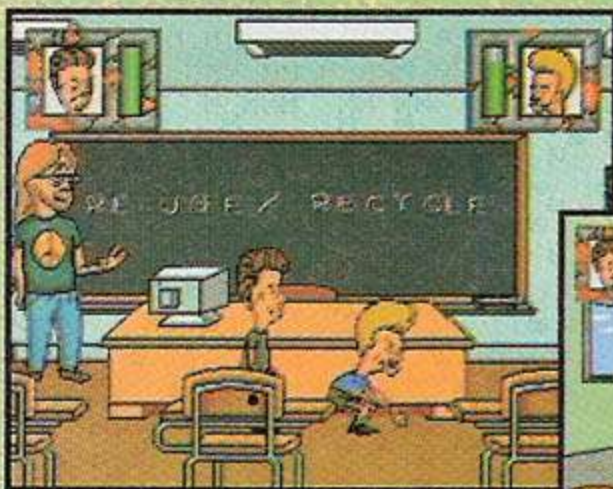
To get the piece off McVicar's head, belch or fart on Buzzcut until he passes out, then grab the 'A' and 'B' chemicals. Go back to McVicar's office and use them in front of his desk.



Stand directly in front of the last dryer and use the oil to open the door quietly. The piece is inside.



Stop by Van Driesson's room on the way out and grab the glob of stuff from under his desk. Go back to Butt-Head's house and use the stuff as bait for couch fishing. A-ha! The last piece! Gwar! Gwar! Gwar!



SUPER BOMBERMAN

Hudson soft for SNES

I can't figure out how to beat Mr. Karat & Dr. Mukk on the last level. If I touch their ship's shadow, it kills me. If I get the boxing glove, it kills me before I can punch a bomb. Even so, I can't get the bomb up on his ship. Help me!

Paul Simkowski
Brookline, MA

Assuming you can defeat the big spider robot which houses his ship, you've just got to wait around for that boxing glove — yup, you've got the right idea, you've just got to stay away from them until you get a chance to use it. Keep circling the room, blowing up the poison icons as you go, until the boxing glove appears. As you move across the top of the screen, lay a bomb and wait for Mukk to come about level with you on the screen. Use the glove to lob a bomb in the air and hit Mukk's ship. It doesn't take many hits, but it's not easy to time it right. Keep it up though, and eventually he goes down.



You can beat the big spider machine by laying bombs right in front so they go off when the blast shield is open and the 'eye' is exposed.



Next, keep moving around the room until the boxing glove appears. It happens at random, so you might have to wait a while.

As you run across the upper part of the screen, lay a bomb, then wait for Mukk to come in range and hit the bomb into his ship. Bye-bye Mukk!

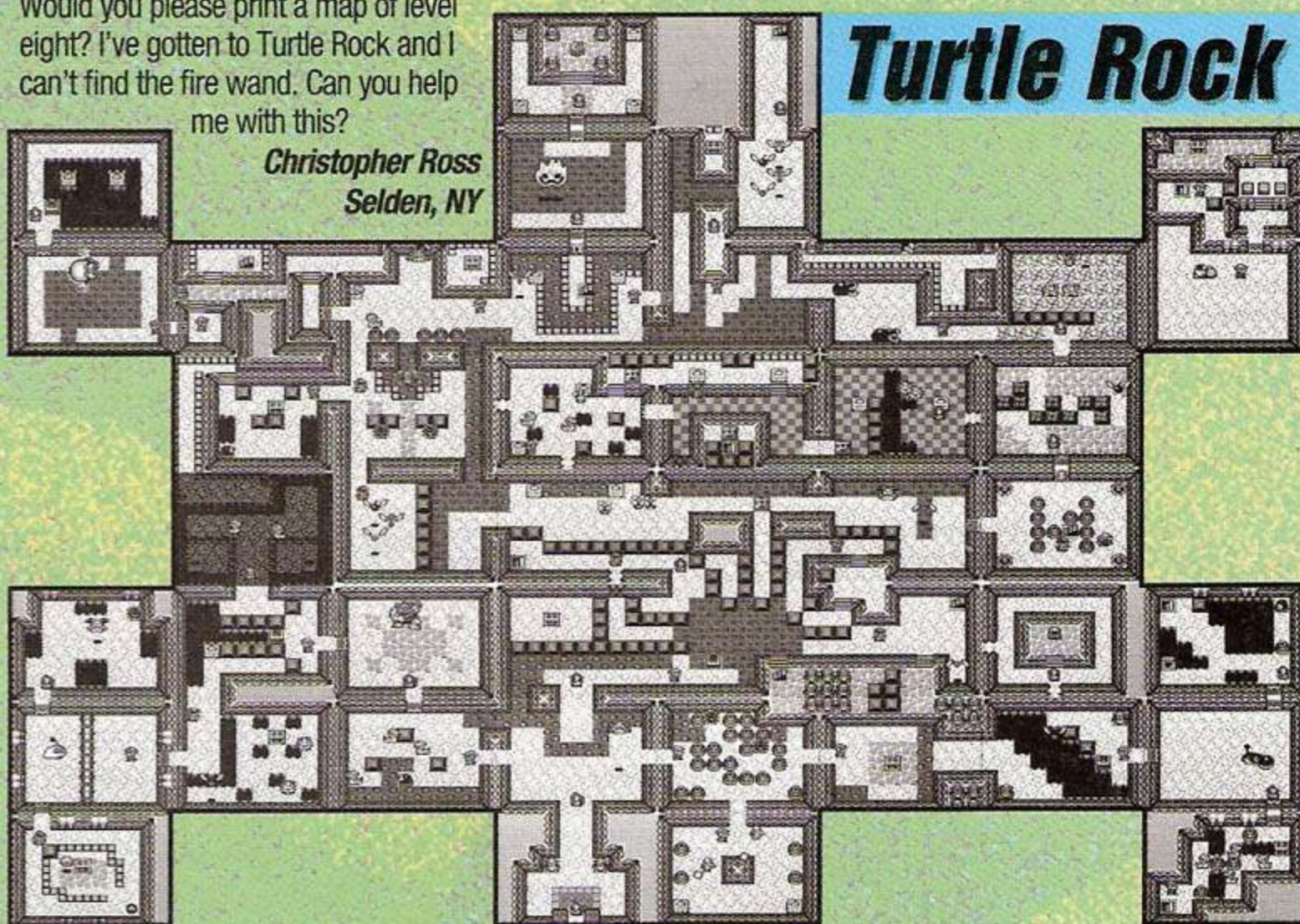


LEGEND OF ZELDA — LINK'S AWAKENING

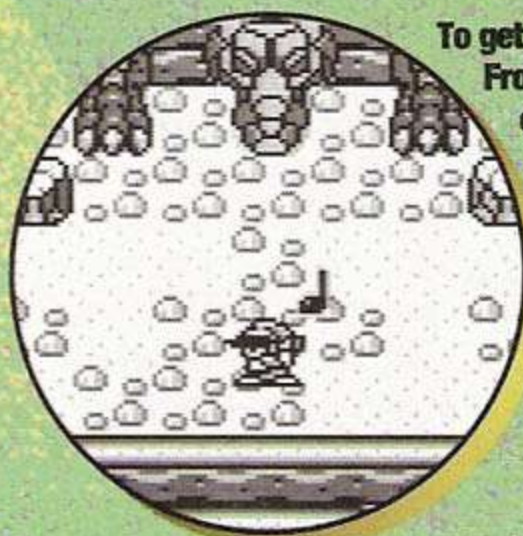
Nintendo of America for Game Boy

Would you please print a map of level eight? I've gotten to Turtle Rock and I can't find the fire wand. Can you help me with this?

Christopher Ross
Selden, NY

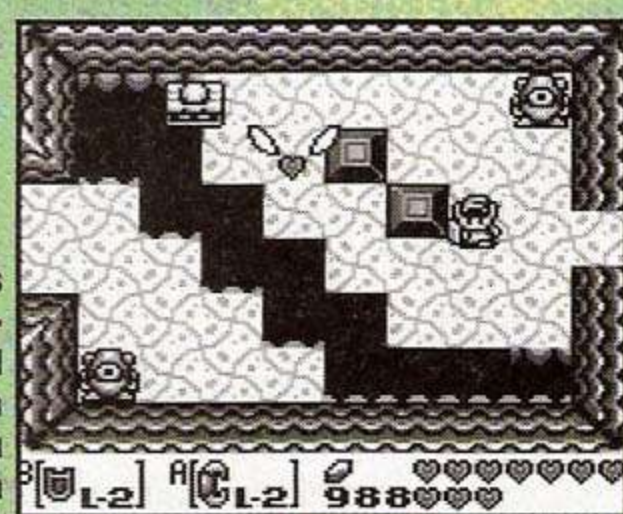


Turtle Rock

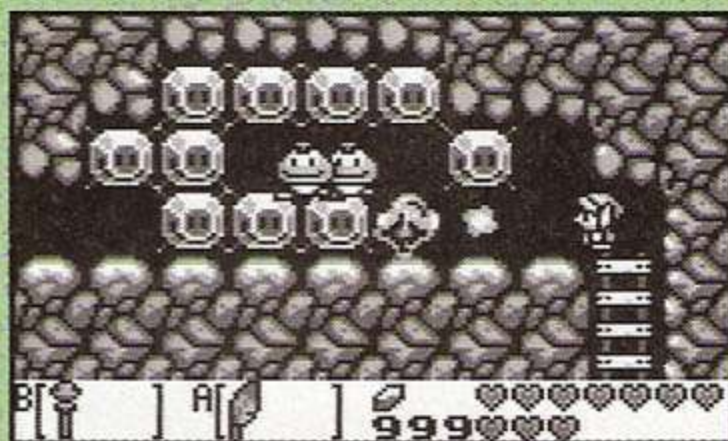


To get into Turtle Rock, play the Frog Song of Soul outside the entrance to wake the turtle, then hit him with your sword.

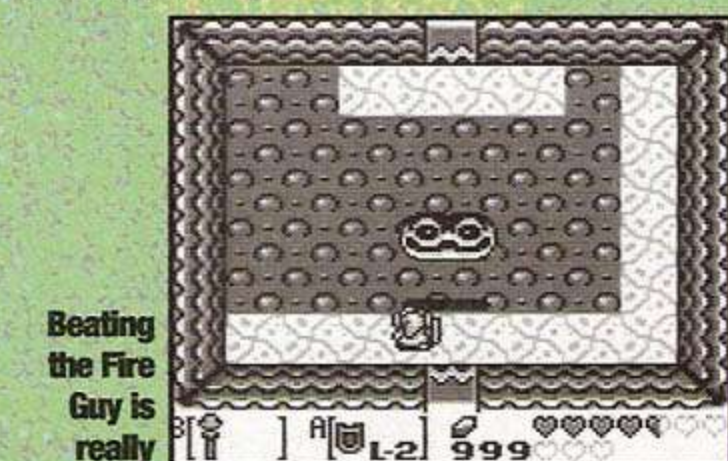
The tough part is getting this tile-making doodad to work. Give it a push, then you can direct it with the control pad.



If you can fill the entire floor, you receive a small key.



Once you've beaten the boxer Blaino and obtained the Fire Wand, you can blast through the icy bricks that block the final two tunnels — you can also blast enemies.



Beating the Fire Guy is really easy, just use the Fire Wand on him, and be ready to dodge after you hit him.

SUPER METROID

Nintendo of America for SNES

I need your help. My friend says that you can rescue your friends, the three little hopper guys and the Dachola bird, after beating the Mother Brain and escaping. I can't figure out how. Can you help?

Shawn Cardozo
Palmdale, CA

Yup. Shore can. If you're very quick and you have time, make a quick detour as you work your way back to the surface of Zebes and return to the room where you found the Bomb. The Dachola and the three Etecoons are there, trapped by a wall on the far right side of the room. Blast the wall, then high-tail it out of there yourself. It affects the ending, but just barely — if you look very closely at the right side of the screen while your ship races away and Zebes explodes, you should see another ship leaving as well, very tiny in the distance.

CONTINUED on 116

CONTINUED from 115



After beating the Mother Brain, just before you make it to the surface of Zebes, take the low road to the room where you found the Bomb.



You find the Dachola and three Etecoons there, trapped behind a wall. Destroy the wall, then get the heck out of there!



You see a very slightly different ending, with the Dachola's ship speeding away in the distance as you flee the planet.

FINAL FANTASY III

Square Soft for SNES

How do you find Gogo and Umario? I just started in the World of Ruin — the destruction of the world can be a bummer! By the way, what happens if you really tick off that bum emperor during dinner?

Carl Soliday
New Castle, IN

Following in the footsteps of *Mortal Kombat* and every other game to hit the market lately, *FFIII* also has a couple of 'hidden' characters. Umario, the sasquatch, can be found in Narshe. Walk through the mines until you find Mog and get him to join you (by the way, directly behind Mog is the moogles' charm, which prevents random monsters attacks — a very handy item to have. Stand on the spot just behind where he was standing and press 'A'. There's some kind of invisible chest there). Go to the



1

To find Umario, first find Mog. He's in the Moogle cave in Narshe. Search the area behind him to find the Moogle Charm.

Received "Moogle Charm"!



cliff where you found the esper, walk to the edge, and jump off the cliff. Depending on which point in the game you attempt this, you may have to fight the Ice Dragon on the way there. At the bottom of the cliff is a cave, which you can search through until you find a skull mounted on a stake. Press the 'A' button and you find a magicite, then Umario shows up. Once you defeat him, Mog makes him join you.

Gogo is on a small island on the northeast corner of the map. Walk around the

can make it through, Gogo (he, she, or it?) is at the bottom.

As for that pesky Emperor, there's no way to make him angry, he just won't be as giving if you answer the questions wrong. The very least he does is agree to leave South Figaro alone, but, in ascending order of generosity, he may also 1) Withdraw troops from Doma; 2) Give you permission to enter the locked room in the Warehouse; 3) Give you the relic Tintinabar (this recovers HP while you walk — way cool); 4) Give you the Charm Bangle.



2

There's an opening in the cliff. Hop into it?

Yes

No



Next, find the frozen esper and wake it by using Fire spells. Make sure Mog is in your party, walk to the edge of the cliff and jump off.



3

Mog: I'm your boss, kupo! You're gonna join us, kupo!!!



shows up. Beat him in a fair fight, and Mog gets him to join you.

There's a cave at the bottom of the cliff, and at the bottom you find a carved skull. Take the magicite from out of the skull and Umario



1

To find Gogo, head for the small island at the North East corner of the map. Land and allow the Zone Eater to engulf your entire party.



2

CREATURE: I am GOGO, master of the simulacrum...

You wind up in a spectacularly dangerous cave, but at the bottom, after many tough enemies and deadly traps, is Gogo, a character of indeterminate gender and off-the-wall fighting abilities.

SOON YOU'LL BE
LOVINGLY REFERRED TO
AS 'SCAB BOY.'



THE RASH IS BACK

The nastiest, no-holds-barred motorcycle combat game returns to Genesis™.

Road Rash™ is a trademark of Electronic Arts. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd.

MOORAY FOR HOLLYWOOD! AND THREE CHEERS FOR THE ANIMANIACS!!!



Pretending to be an Animaniac gave Jonathan Gagnon a tingly sensation, but then he realized his controller had a short.

Reviewed: 7#12, Score: 90%

For 63 years, the outrageous Animaniacs were imprisoned in a lonely Warner Brothers' water tower. But their recent (and well received) escape now has Wakko, Yakko, and Dot wreaking havoc across Warner Brothers' film stages. Their latest and greatest idea — it's amazing how many ideas you can come up with when you're trapped in a water tower for 63 years — is to open a new 'hip pop culture' shop. But alas, they can't do it without your help.

You've got to lead the trio through various movie sets collecting items while steering clear of dangers like deadly spikes, flames, falling rocks, and Ralph, the security guard.

So if you're zany enough to help these hilarious cartoon characters through their crazy adventures, read on. It's time to head out to the bright lights of Hollywood. Lights, camera, action! **GP**

THE ADVENTURES OF DIRTY RUGGED VII

IT'S TOUGH BEING A TOON!



Hop into the cannon after using Wakko's hammer to light the fuse.



Shoo the bird off the platform by showering it with Dot's kisses.



Stun this man with Dot's kisses, then use his head as a platform.



Jump at this point to avoid the alligator's lunging attack.



Quickly hop onto the elephant while avoiding his spray of water. Grab the icons and then whack the elephant's head to make him sink.



Stay on the back of the robot while traveling over the spikes. When the lights appear, give yourself room to leap over them.



Stay to the right and carefully descend down the water-fall. Smash the switch at the bottom to open the gates.

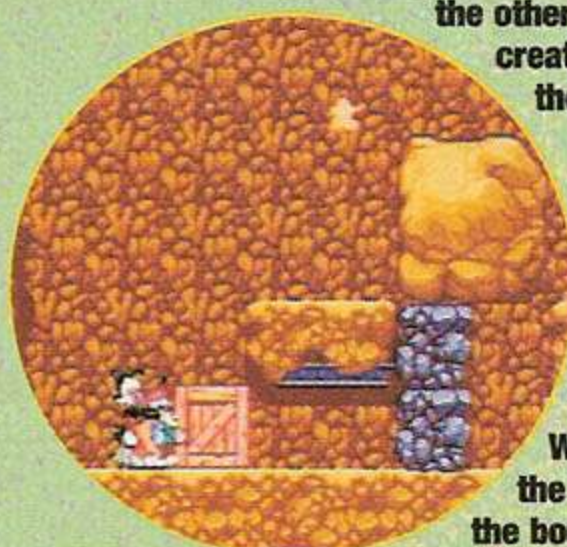


To reach the ledge, first put the crate into the hole you created while letting the upper crate fall on top of it. Then pull these crates out and go to the right while smashing only the bottom block. Next maneuver the crates to the right so that you can destroy all the other blocks and create a path to the ledge.

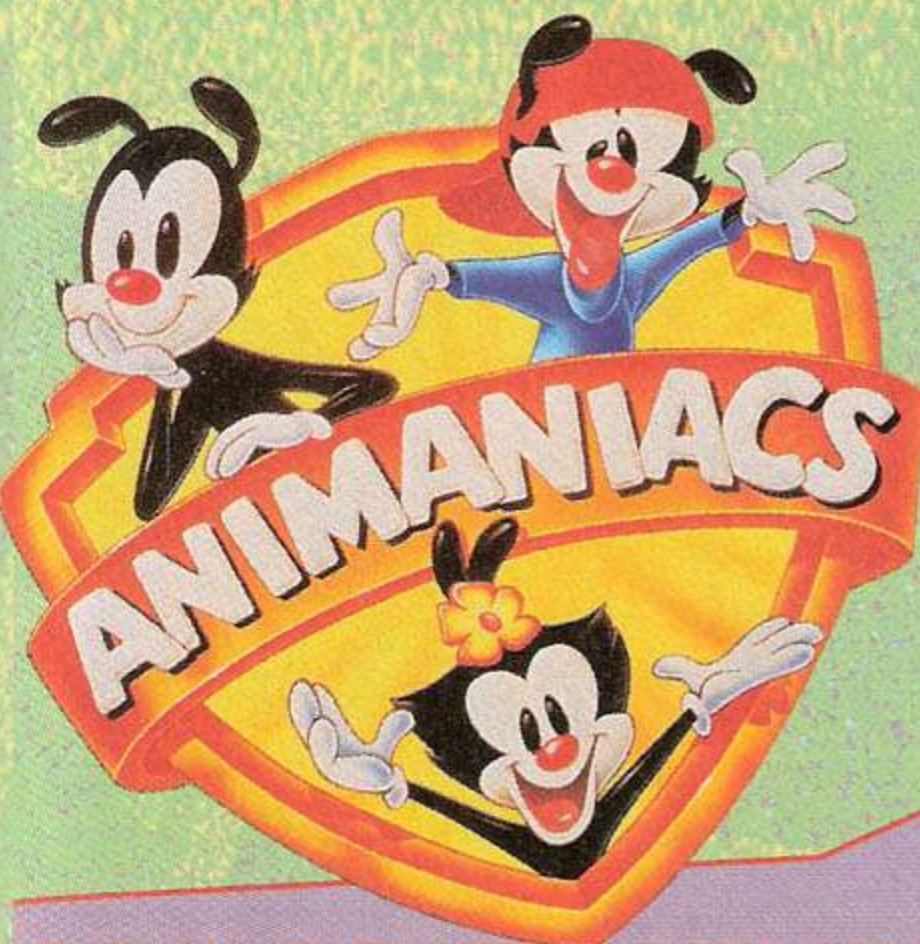
Jump forward so that you snag the one-up while landing back onto the railcar.



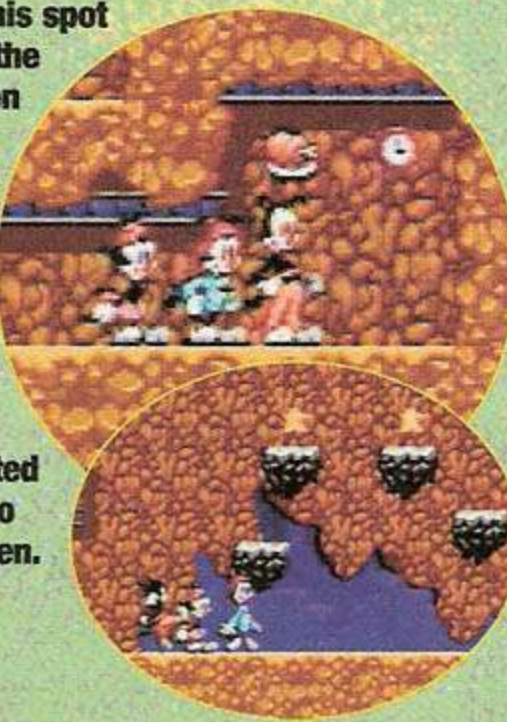
Let the boulder carry you across the deadly spikes.



Use Yakko to pull the block out, then let Wakko smash the blocks under the boulder.



Stay in this spot to grab the meat, then jump out to snag the clock. If you try to go under the clock you are transported back to this screen.



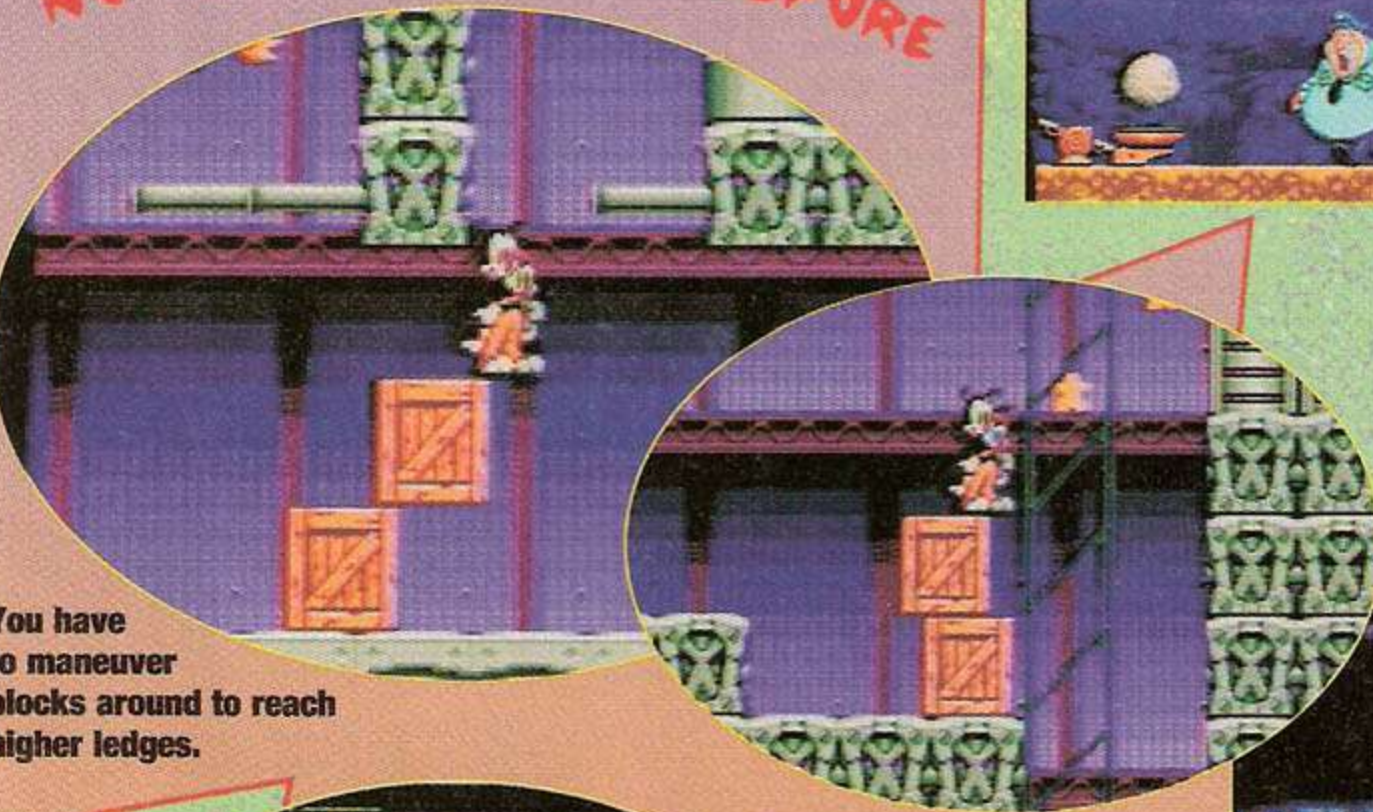
Smash the catapult to project the boulder into Ralph. Then, when he comes at you, use Yakko's paddleball. After defeating him, grab the cowboy hat and you're ready to go.

SPACE TRUCKING

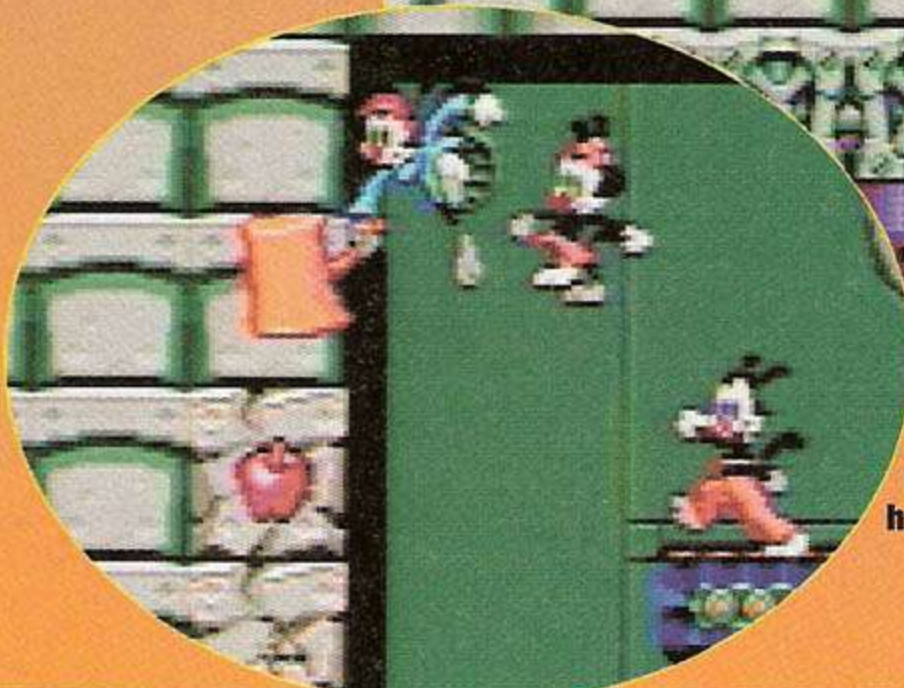
BOLDLY GO WHERE NO TOON HAS GONE BEFORE



You have to maneuver blocks around to reach higher ledges.



Remember the bottom number that is imbedded into the wall because when you punch it in at these buttons, you receive lots of goodies.



At the same time you're jumping, smash the blocks with Wakko's hammer to get the apple.

GENESIS

INFO

PUBLISHER

Konami

DEVELOPER

Konami

SUGG. RETAIL

\$55-60

GENRE

action

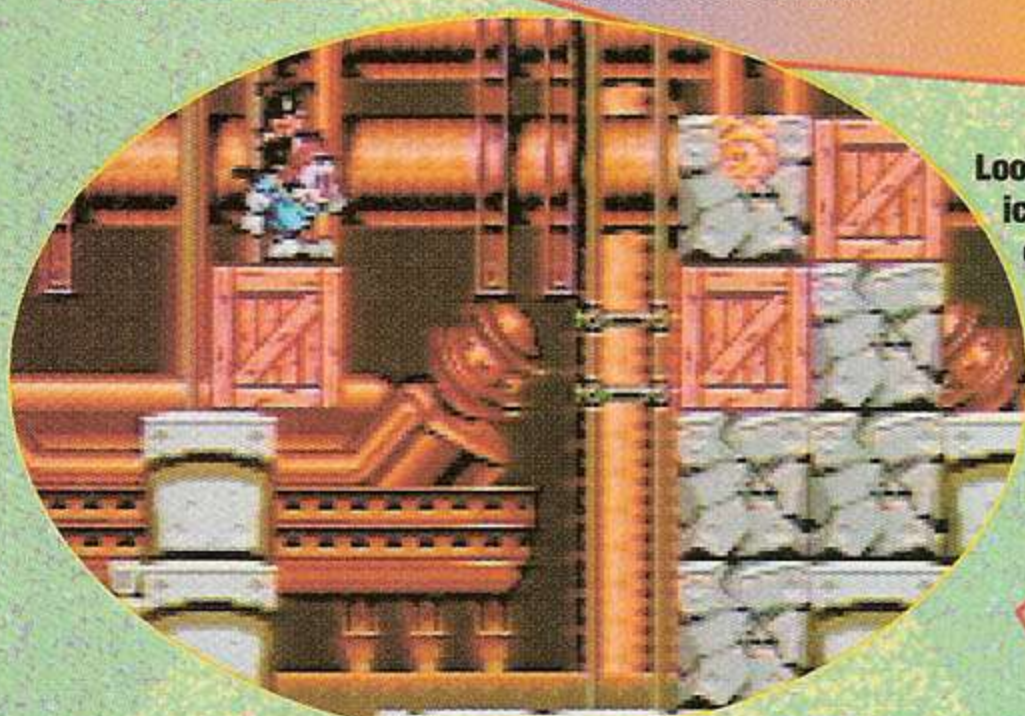
CONTINUED.....



Keep hopping from rocket to rocket in order to avoid Ralph. When you fall, use Yakko's paddleball on him.



You make it to the other side if you stay one block ahead of the erupting blocks.



Look for 1-up icons like this one in the block.

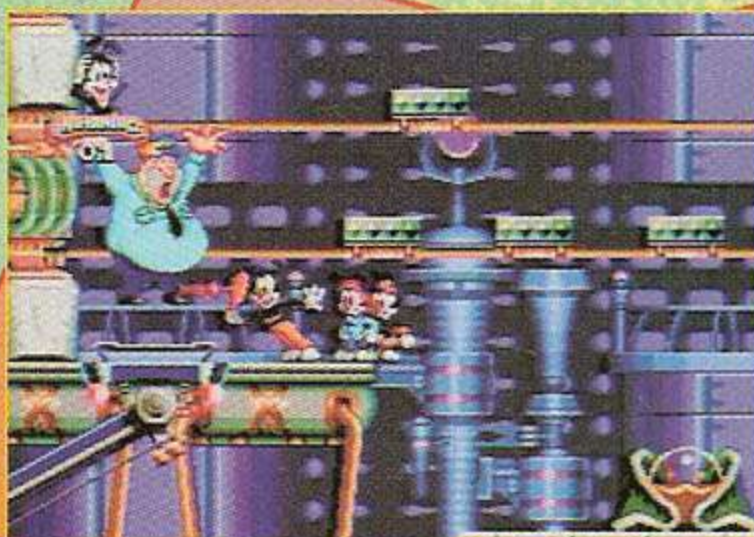


After smashing the bottom block, push this crate into the hole. Let the other crate fall on top of the bottom crate, then move them to the left. Finally smash only the next bottom block.

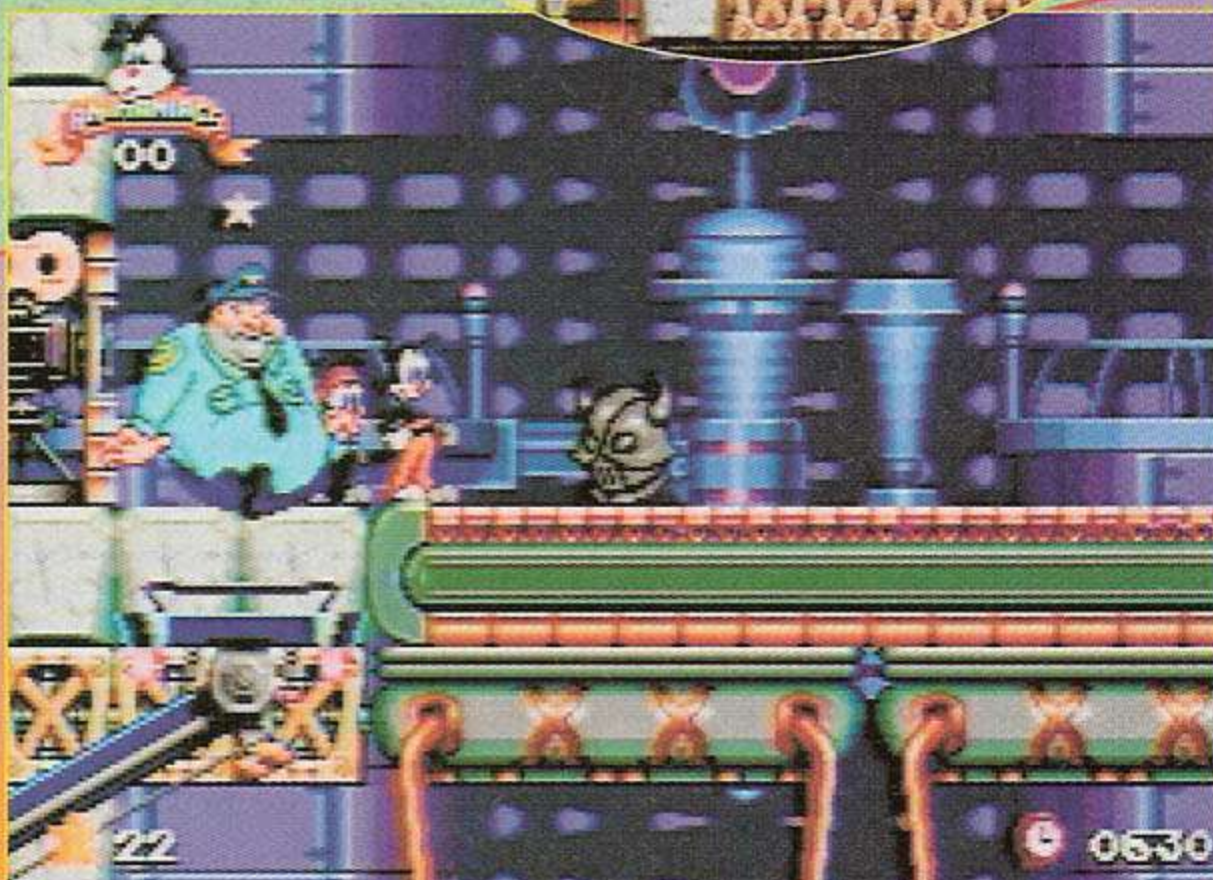


Switch to Dot when you see the nurse or the brothers sit and howl at her. Don't get too close to Dr. Scratchansniff or he takes all your stars.

Use the crate to keep the ceiling from crushing you.



Your object is to reach the top as quickly as you can while avoiding overturning ledges, spikes, deadly gas, and Ralph. Try to stun Ralph as soon as you see him or he keeps tossing lights at you. If you are on a ledge and it is about to overturn, jump up to land on it again.



REMEMBER THE A LA MODE

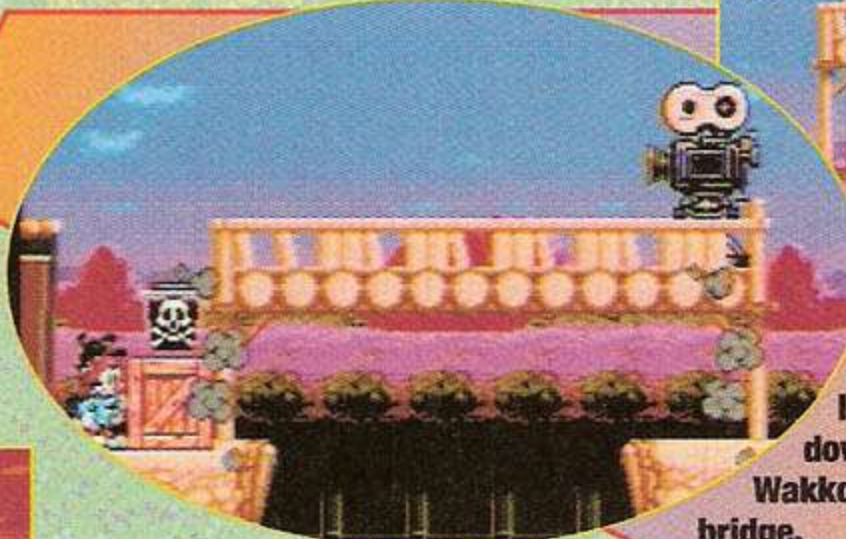
I SCREAM, YOU SCREAM...



To get across the flames, first push the crate off the ledge so it falls onto the bottom crate. Then keep maneuvering the crates so that you can push the top one from the left onto the flames.

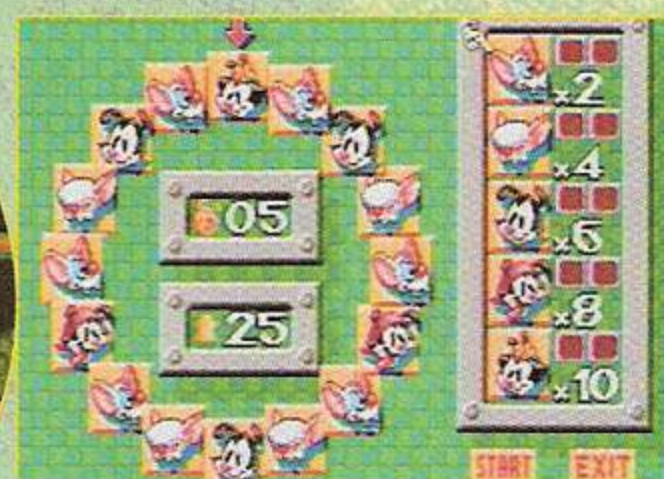


Stand on this platform and smash it with Yakko's hammer then, as it's falling, leap to the second ledge.



Smash the skull and cross-bones in the top left corner to knock it down. Hit it again with Wakko's hammer to drop the bridge.

Wait until the barrels disappear (they come in fours), then hop onto the hip hippos to reach the ledge.

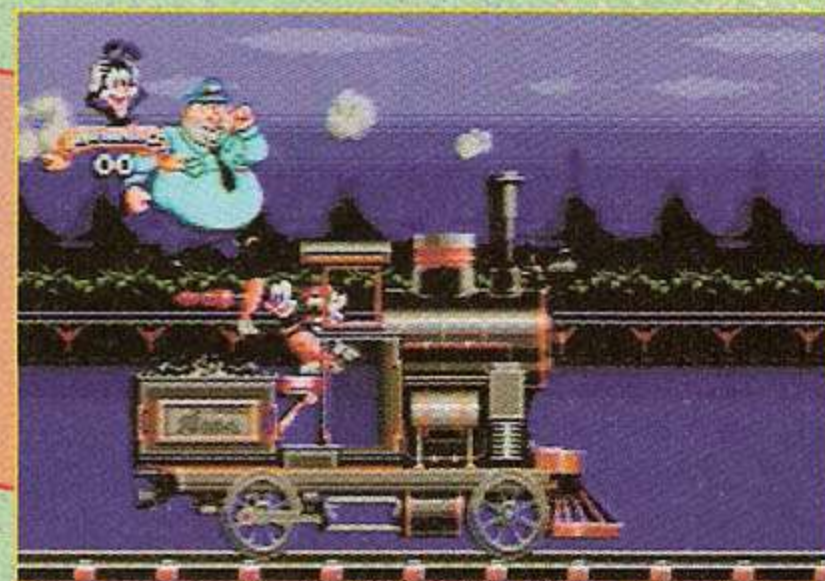


Enter this wall to reach a hidden bonus round. If you're lucky you can double your stars.

Wait until Ralph is in line with the oven, then smash it to throw pies.



Keep tossing coal into the burner by hitting the seat. When Ralph hops onto the train, either stun him with Wakko's paddleball or speed up the train so he misses the jump.



Deep Sea Diving!

Getting to the bottom of *seaQuest DSV*!

Reviewed: 8#1, Score: 88%



An underwater cop with an attitude, **Mike Salmon's** catching crooks and throwing them back in, just for the sport of it!

Tired of swimming upstream in this mentally tough game? Well, just reel in these great tips and you're well on your way to ruling the sea.

Most of the missions in *seaQuest* are very tricky, but once you know what subs you need to use you can easily get through these missions with time to spare. Because *seaQuest* has so many missions, we are only going to help you through the first seven — after that you're on your own.

If you don't own *seaQuest DSV* yet, then save this issue and go buy this game. It's a purchase you are sure to enjoy. **GP**

INFO

SNES

PUBLISHER

T•HQ

DEVELOPER

Sculptured Software

SUGG. RETAIL

\$60-\$70

GENRE

action/adventure

PLANE WRECKAGE

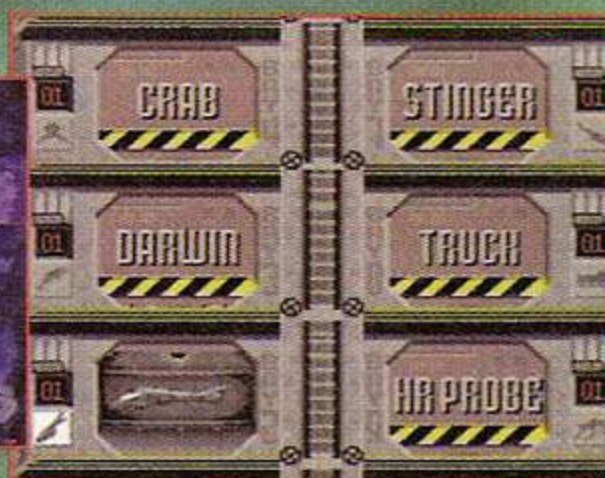
What goes up...



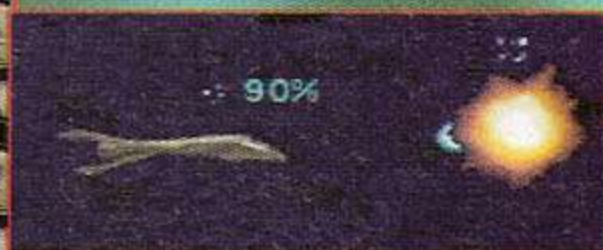
Go directly east from the start of the game, and you're sure to run into a couple of enemy subs like these.



Take care of the enemy with normal torpedoes, then continue east until you see this little plane.



Park that sub and go into the bay and use the Speeder.

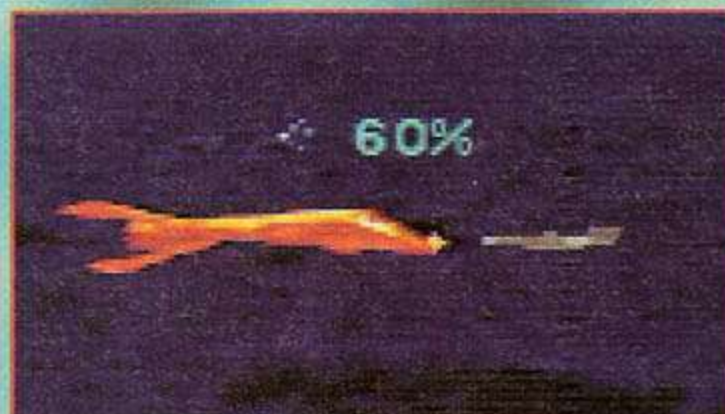


Use the Speeder's guided missiles to get the first hit on all enemies, then finish them off with a missile right to the stern.



Whenever you come across this type of ship, just put the speeder above or below it and

fire the guided missiles. It won't be able to hit you and goes down in a burst of flames.



These ships only take two hits to go down but they are tough to hit. Your best bet is to square up and fire your missiles straight at 'em, unless you are heavily damaged.



This ship is tough head-to-head, but if you get above him you can just nail him with your guided missiles while escaping his fire.



This is the toughest enemy to face, but with this pattern they are easy meat. Just fire off a guided missile, then go in a circle like this, avoiding his fire and keep nailing him whenever the opportunity arises.



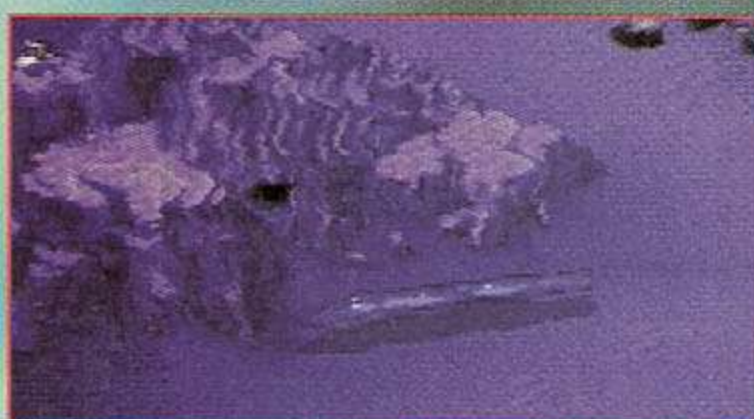
After the speeder clears away the enemy, bring out your crab and retrieve all that dangerous plutonium.

THE TRAPPED CREW

Trapped like rats!



After finishing the plane wreckage, go north past this building.



You see this cliff with a hole in it. Dock your sub and get ready.



Take out the Stinger and blow a good sized path through all the loose rock. Be sure to move fast 'cuz you only have five minutes and rocks are falling on you.



Once you've cleared a path to this trapped sub, take the stinger back to the beacon.



Take out the crab and follow the cleared path. Pick up the trapped crew and head back.

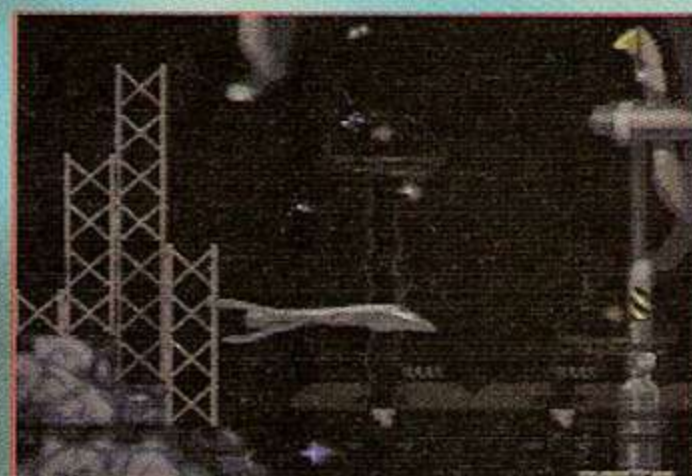
SPEEDER CHASE

Just like *Miami Vice*!

The simulation is over — now it's onto the real thing. Start off by sneaking up on this enemy and nailing him with guided missiles until he's gone.



Now race through the windmills without hitting the propellers. You don't have to kill all in your way, just enough so you can make it through safely.



Sneak up on two more hiding ships like this.



Now go to the top and race through here.

Now go down and race by the enemy truck and through the mines. Just stay near the bottom, outrun the enemy fire, and avoid mines.



Once you reach this area, all hell breaks loose. Don't fight — just go straight up until you have reached the seaQuest.

GETTING TO THE MISSIONS

How to get there from here...

On your way to each mission you are sure to run across much enemy fire. Your best weapons are the torpedoes, and since the seaQuest is much sturdier than enemy ships, you can go nose to nose and trade shots without sinking.



These orange subs fire guided missiles, so when you come across them, fire a decoy out your rear and start lighting them up.



These guns are on the land, so the only way to hit them is to take the seaQuest to their level.



OIL TANKER

It's greasy kid stuff!



Use the Speeder to clear away all of the enemy's submarines.



If the Speeder is close to going down (15% or less) return it to the beacon and use the Stinger to finish off the rest.



Take out the HR Probe and weld all the tanker's holes. You get a nice 10,000 dollar bonus when you're done — money you need for tougher missions.

NUCLEAR REACTOR

Get 'em while they're hot!



Use Darwin, that loveable dolphin, to swim over this tower.



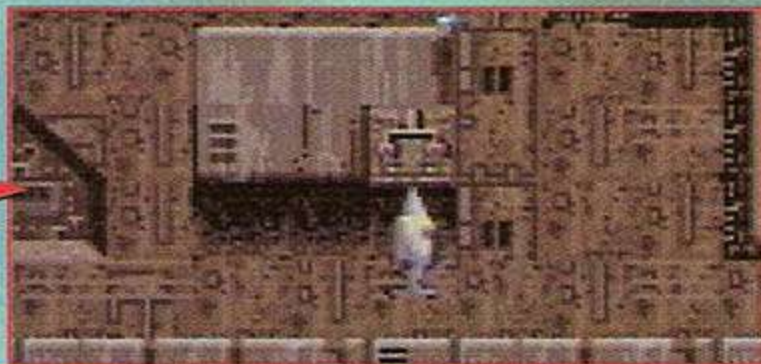
Then go down to this switch and flip it with the X button.



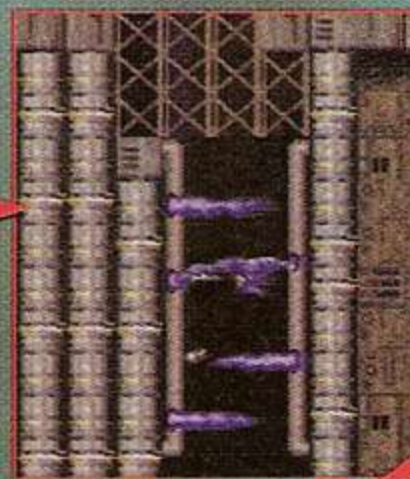
Now swim Darwin down this shaft at full speed.



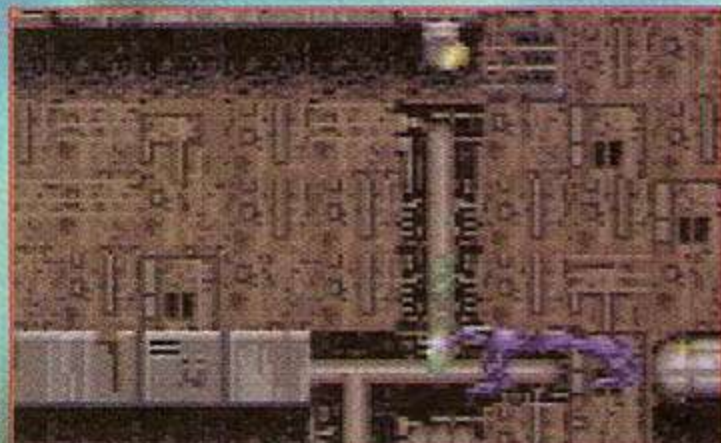
Take a sharp left here and race under the falling door.



Now take Darwin up to this switch and flip it so the door stays open. Go back to the first switch you flipped and turn it off, then return to the beacon. Oh, and do this all as fast as you can. If you don't make the door it's time to buy another dolphin and try again.



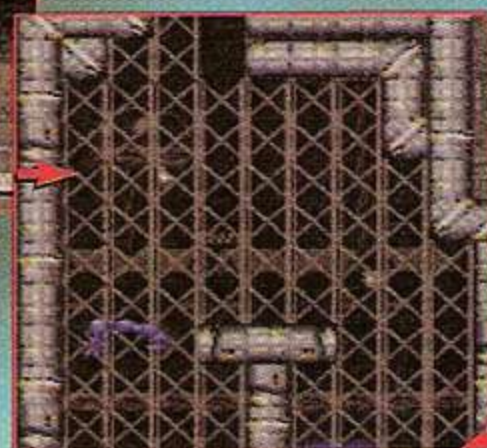
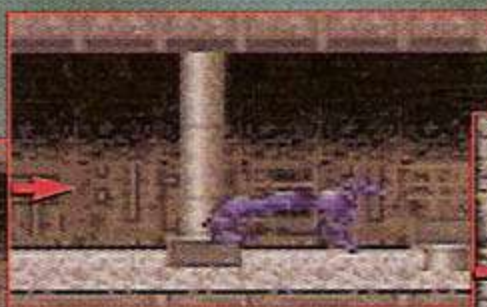
Take out the HR Probe and go back into the reactor. Go down the first shaft and close off these holes with your welder.



Now head back up to seal up these two leaks, then take the probe out of the reactor.



Head down to these apparently closed doors, run the probe into them, extend the welder and voila, you magically go through these doors.



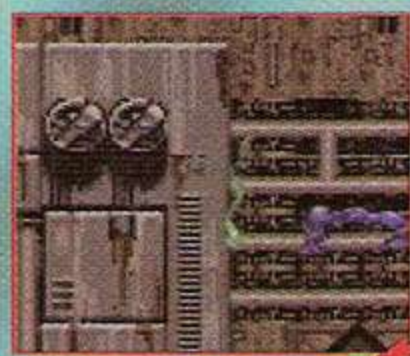
Follow this patch down to the area where the core is kept.



Go to this switch and flip it, now go back to the beacon.

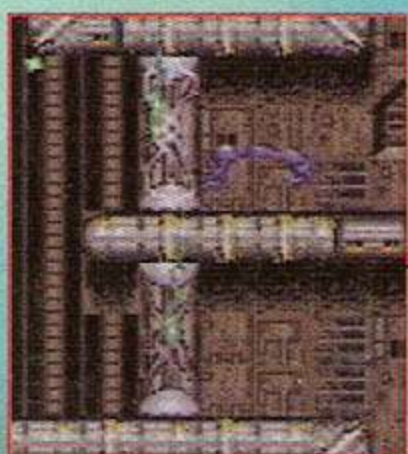


Take out your trusty dolphin and go back to the reactor and down the first shaft and flip this switch. Then go back to the beacon.



Take the probe out one more time, head into the reactor and go to the far right to repair this leak.

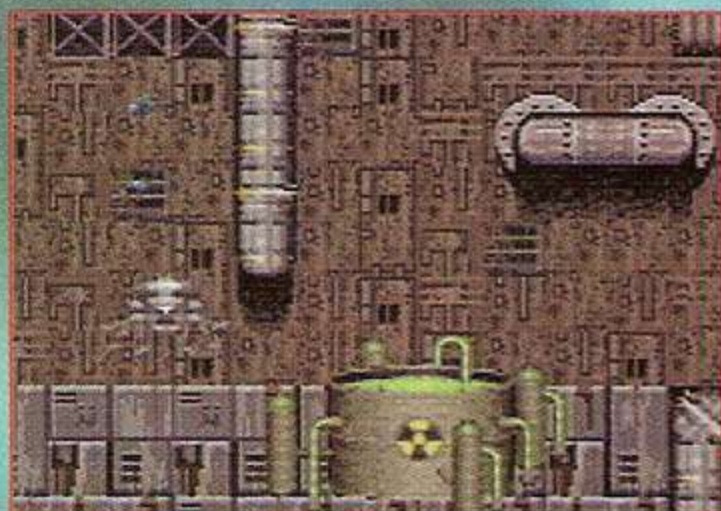
Now go down and cross this electric field when it is off, and weld the leak. Do the same to the next one.



Come up through this small opening and weld up the two remaining leaks. If your time is under three minutes self-destruct the HR Probe (L+R+A). If not, return the probe to the beacon.



Now take out the crab and head down to these doors, which are now moving.



Time your entry carefully, or boom. Then go down to this green tub.



Submerge the crab in the radioactive fluid and it comes out green and protected from the radiation of the core.



Follow the path to the right, then go down here and pick up the core. Now all you have to do is navigate the crab back through the moving doors and you have finished one tough mission. Do all that in ten minutes!

DISARM SECURITY SYSTEM

Rip its arms off! (Heh, heh!)

This is another incredibly tough mission that requires speed, maneuverability and loads of patience. You need plenty of money to replace all the dolphins and HR Probes you are likely to go through (at \$4000 a dolphin, that's some costly tuna), so be financially sound before attempting this mission.

You have to turn switches in the proper order while being attacked by weapons you're not supposed to fire back on. You need to have precise control of Darwin in order to complete this mission. Good luck, 'cuz it's gonna take every bit of energy and strategy to have any kind of success!

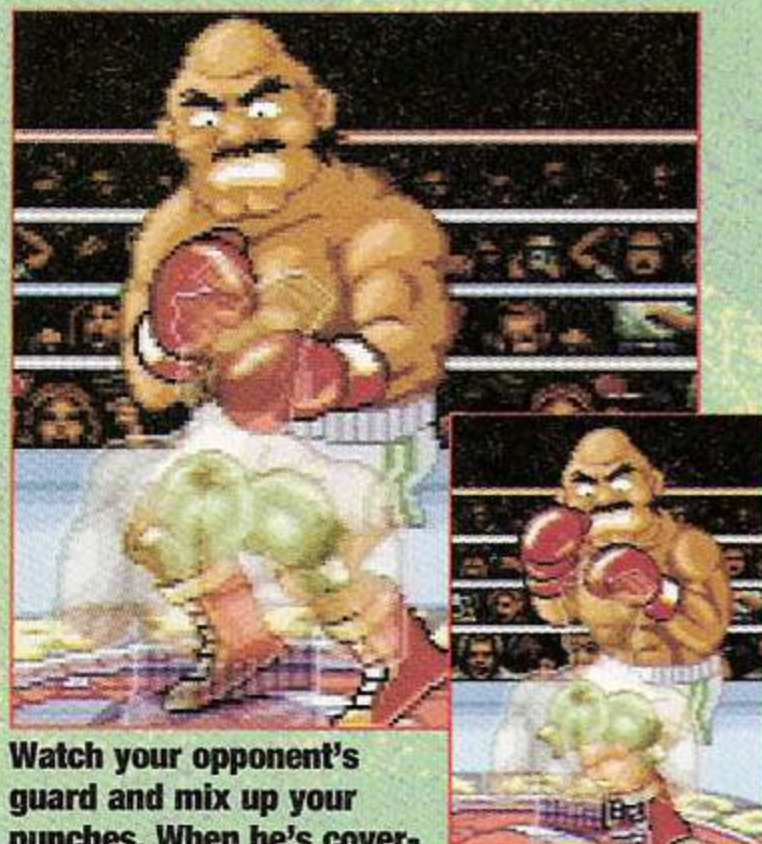


Just as he has always done in the past, **Doug Brumley** plays video games in bulk and passes all the savings on to you!

Reviewed: 8#1, Score: 90%

Hey kid, wake up! That was quite a punch you took in there — you've been out for six hours. If you ever expect to win, you need to drop that joke-for-a-strategy you're using.

Listen to my advice and you're gonna go straight to the top! With me in your corner you've got the tips and insights needed to leave these chumps in the dust. Take it from me kid — you and I, we're going places. **GP**



Watch your opponent's guard and mix up your punches. When he's covering his body aim for the head, and when he's covering high, catch him with a shot to the ribs.

Connect on a series of hits in a short amount of time to power up the feared KO punch.



By repeatedly tapping the A button you can activate a flurry of quick yet less-powerful body blows or uppercuts.

The Thrilla in Your Villa - Round One

All the **SUPER PUNCH-OUT!!** training you need to KO your SNES!!!

THE PUNCH LINE

Learn the ropes before you step between them.

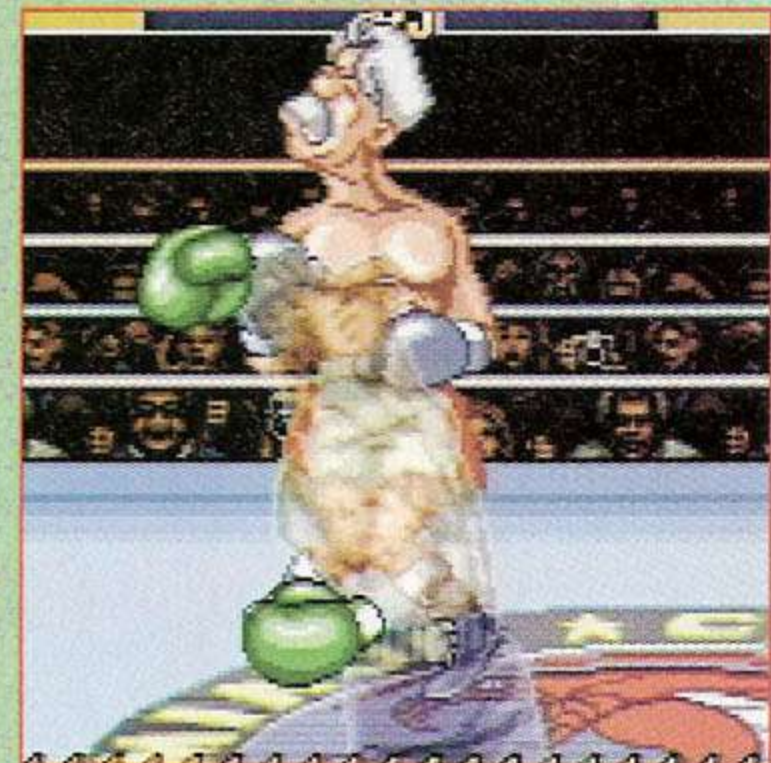
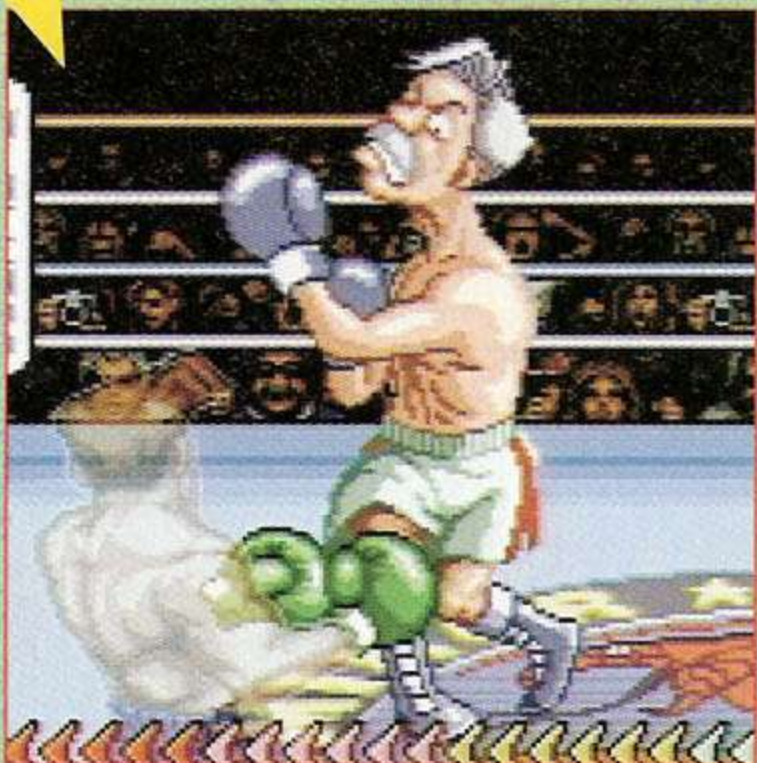


There's an inverse relationship between a punch's speed and its power. The left jab is the fastest and weakest punch, the left body punch is a bit slower but stronger, the right jab is even slower though a bit stronger, and the right body shot is the slowest, yet strongest, punch.



You can position your gloves high or low to block normal punches, but it's more effective to dodge a punch, then come back with a shot of your own to stun your foe. Now unload on him.

KNOCK, KNOCK...



Wait for an opening once the KO meter is fully powered, then unleash gloved fury!

MINOR CIRCUIT

Here's a roll call of the minor and major circuits. Follow the strategies included for each boxer to move through the ranks. Rely heavily on the listed 'key punch' that each fighter is most susceptible to.

As soon as you punch high into Bear Hugger's gloves, get ready to duck. He tries to smash your head but leaves himself open once you stand up again. Repeat this attack to wear him down.



Bear Hugger, a more formidable opponent than Gabby Jay, can only be punched in the gut when he pulls his suspenders.

Gabby Jay
Key Punch
— Any

Since old Gabby Jay isn't much more than a punching bag, use him to brush up on your techniques.

Piston Hurricane
Key Punch
— left body



Piston Hurricane, who is full of slick bob-and-weave moves, is easy to defeat if you can stop his Hurricane Rush. When he charges, block high then low repeatedly until he winds up for the big punch. Dodge and then rock him.



Bald Bull
Key Punch —
body punches

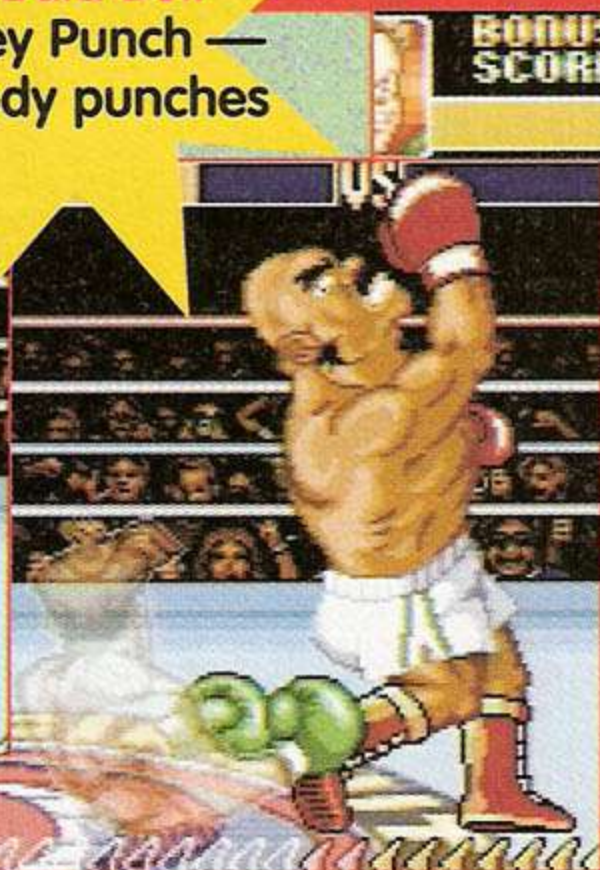
The key to beating Piston is not dodging when he moves, but waiting the extra second and dodging when he punches.



Bald Bull telegraphs his punches better than anyone, so be sure to get out of the way.



When he retreats for his 'bull charge', dodge him. After three quick hops, he fires an uppercut but leaves his chin unguarded. Or, you can floor him with a body punch just before he uppercuts.



SNES

INFO

PUBLISHER

Nintendo

DEVELOPER

Nintendo

SUGG. RETAIL

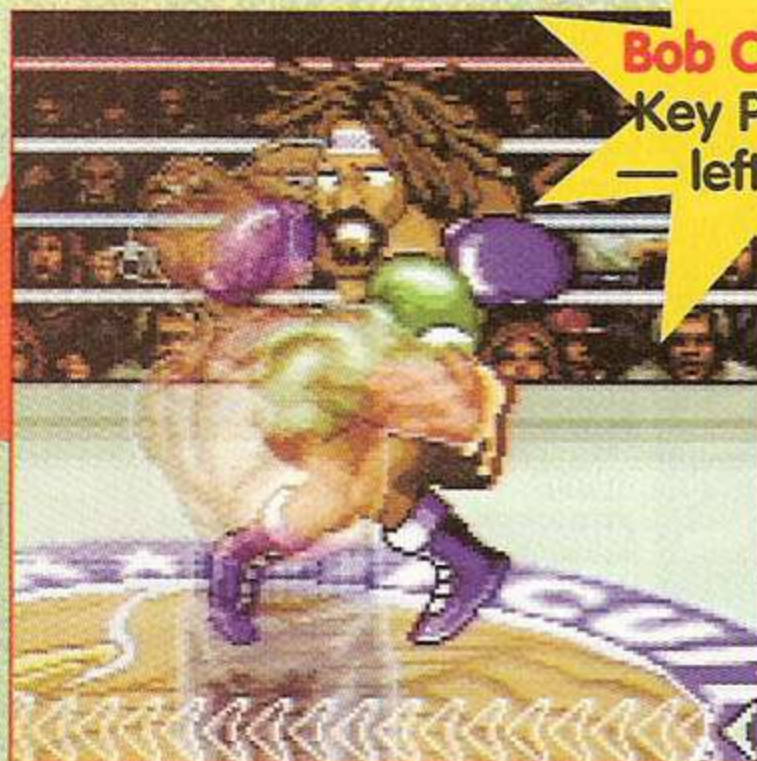
\$59.95

GENRE

boxing

Bear Hugger
Key Punch
— left jab

Bob Charlie
Key Punch
— left body

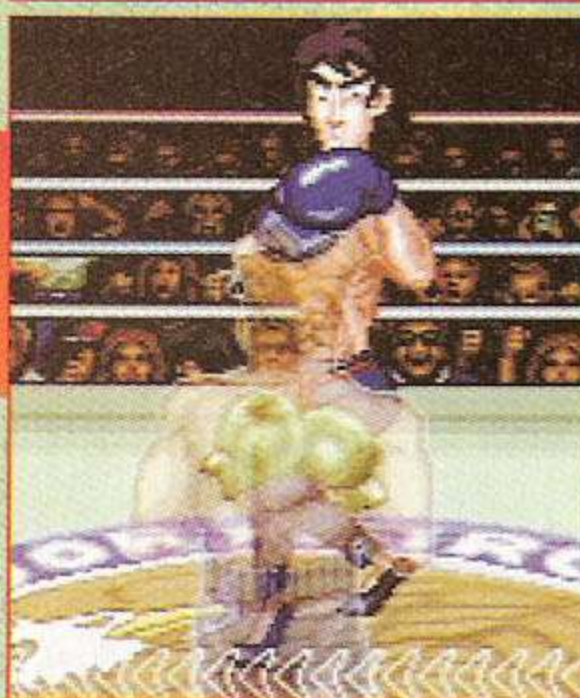


Most of the time you can simply pound away with lefts to the body. When he opens his guard to throw a punch you stun him again.



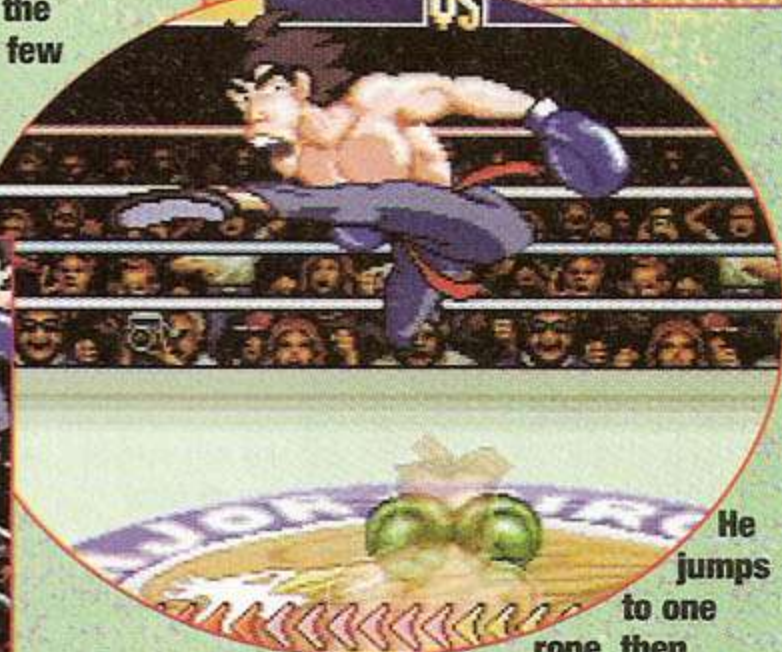
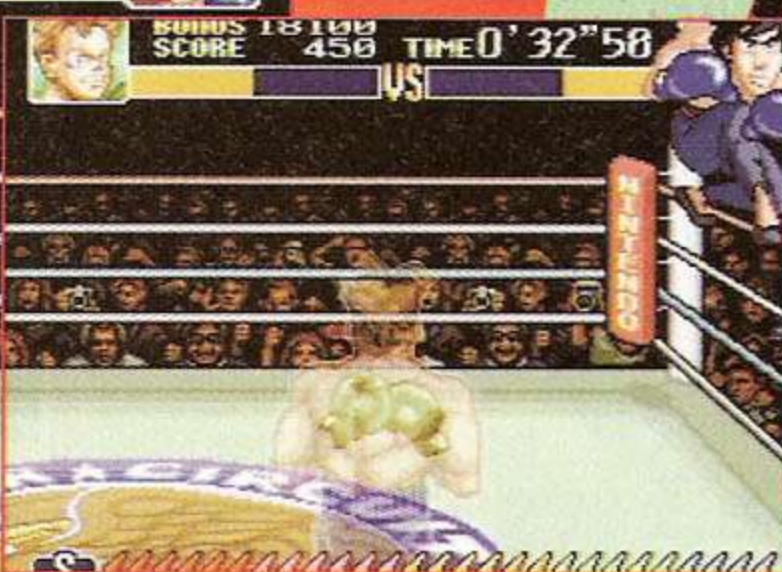
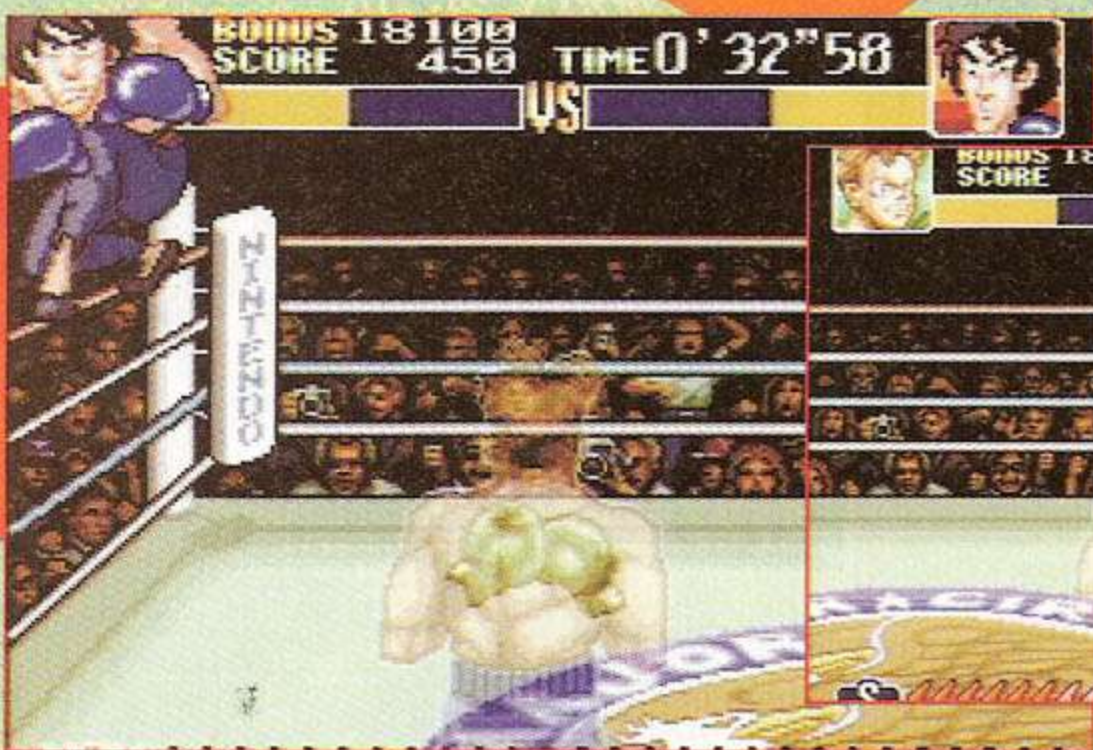
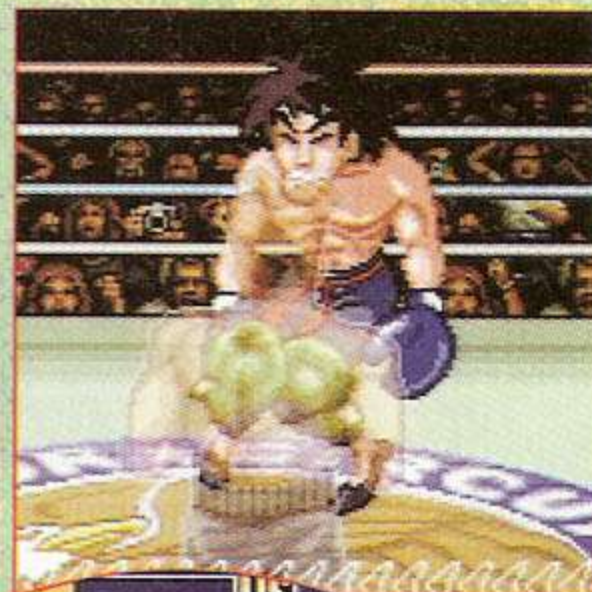
Bob Charlie's special move is a windmill swinging action that comes at you from either the top right or left corner. Dodge his final hay-maker, then aim high.

MAJOR CIRCUIT



Dragon Chan
Key Punch
— any after
dodging his
punch

Let Dragon make the first move, then retaliate. Keep your guard low until you see his hands circle each other to prepare for a high punch. Dodge when he throws the punch, then pepper him with a few blows of your own.



He jumps to one rope, then another, then at you. Be patient when he's on the second rope, then duck at the last second — now he's totally unprotected.

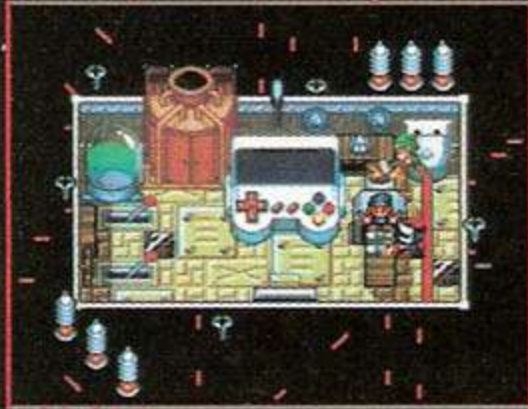


When his cornerman shouts orders at him be ready to dodge right or left. He jumps and kicks three successive times, often changing sides so be ready to dodge out of the way.



His cornerman also commands him to meditate and regain lost energy. Punch him as soon as possible to keep him from healing.

ANOTHER GREAT RPG FROM ENIX!



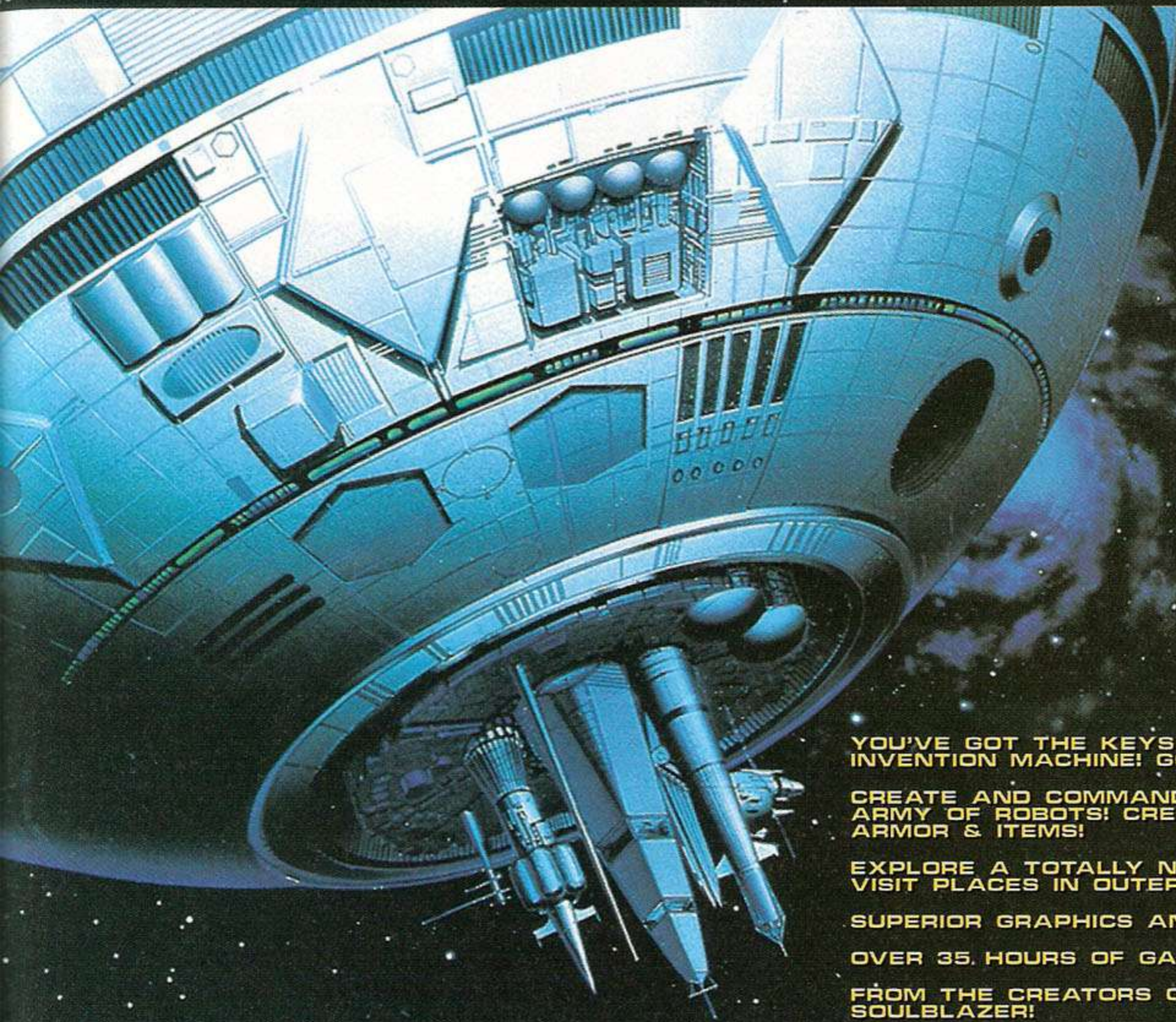
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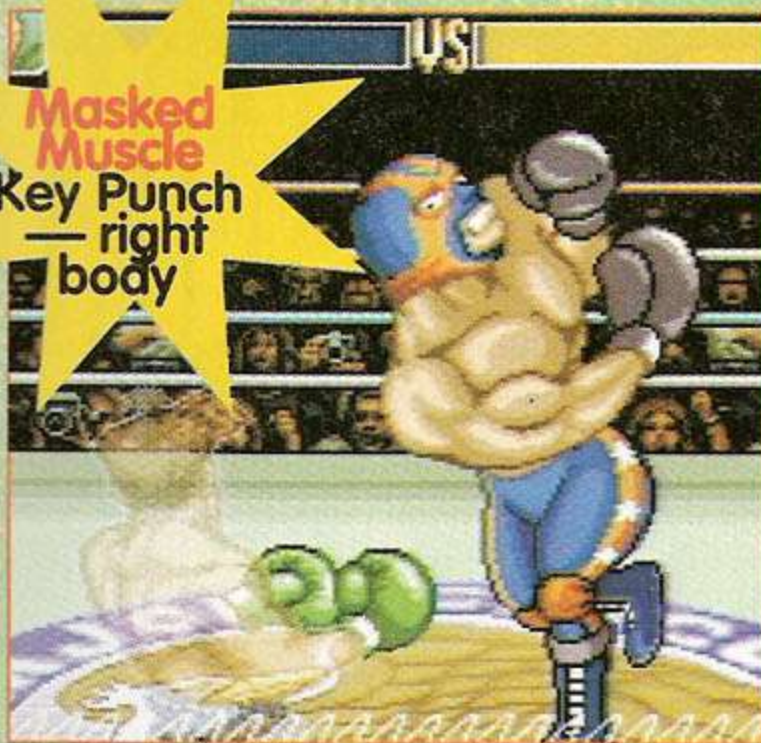
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Masked Muscle
Key Punch
— right
body



When commanded, he spits in your eye. Time your move to the right or left correctly or you're momentarily blinded and unable to throw punches. If you are blinded, try to dodge his punches until you can see him clearly again.

Masked Muscle isn't the smartest fighter and often drops his guard while going for big punches. Dodge and answer with powerful rights to the body.



You won't beat Muscle if you can't avoid his head-butt. Watch for him to rare back, then move to the right or left.

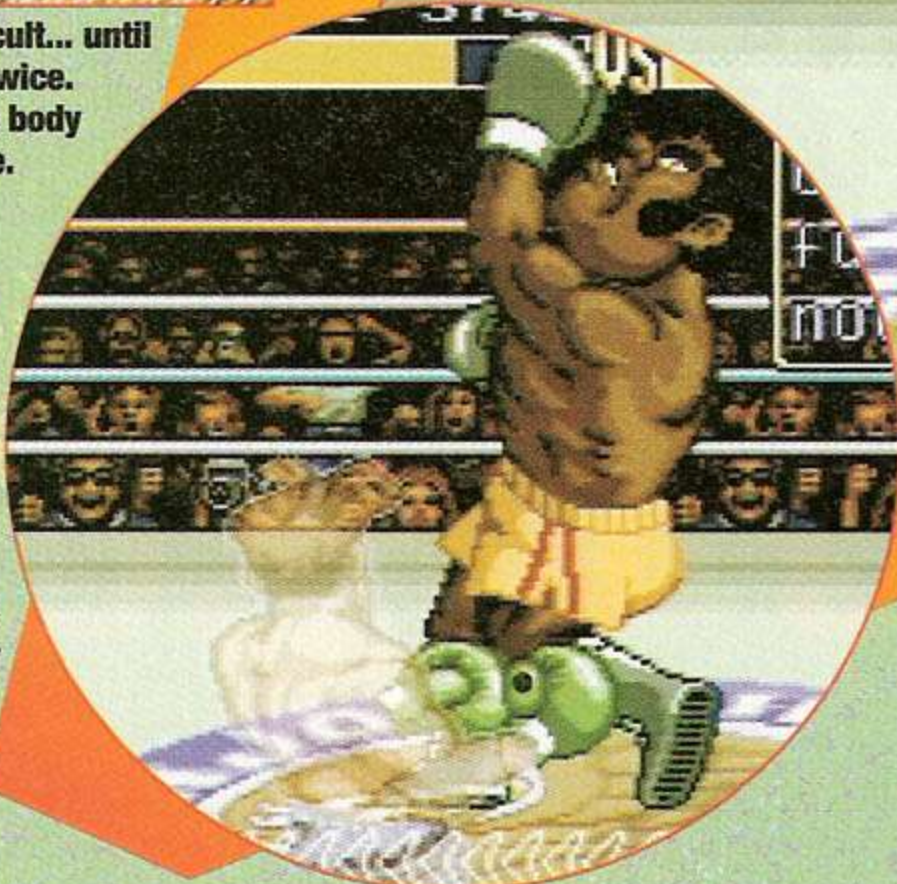


Mr. Sandman
Key Punch
— right
body



Mr. Sandman's not too difficult... until you've knocked him down twice. Concentrate on rights to the body — they do the most damage.

After he's knocked down twice he really starts fighting. He has two main moves — (1) three successive uppercuts that you must counter with three quick dodges, (2) a right-right-left-right combo to the head that can be blocked by guarding high.



Give him
full power
now Champ!



**DON'T
THROW IN
THE TOWEL
YET!**

You're looking good, kid. With that Major Circuit belt already around your waist you're ready to shake up the final two circuits. I'm gonna be back next month to lead you to the Special Circuit title bout, so don't be a stranger.

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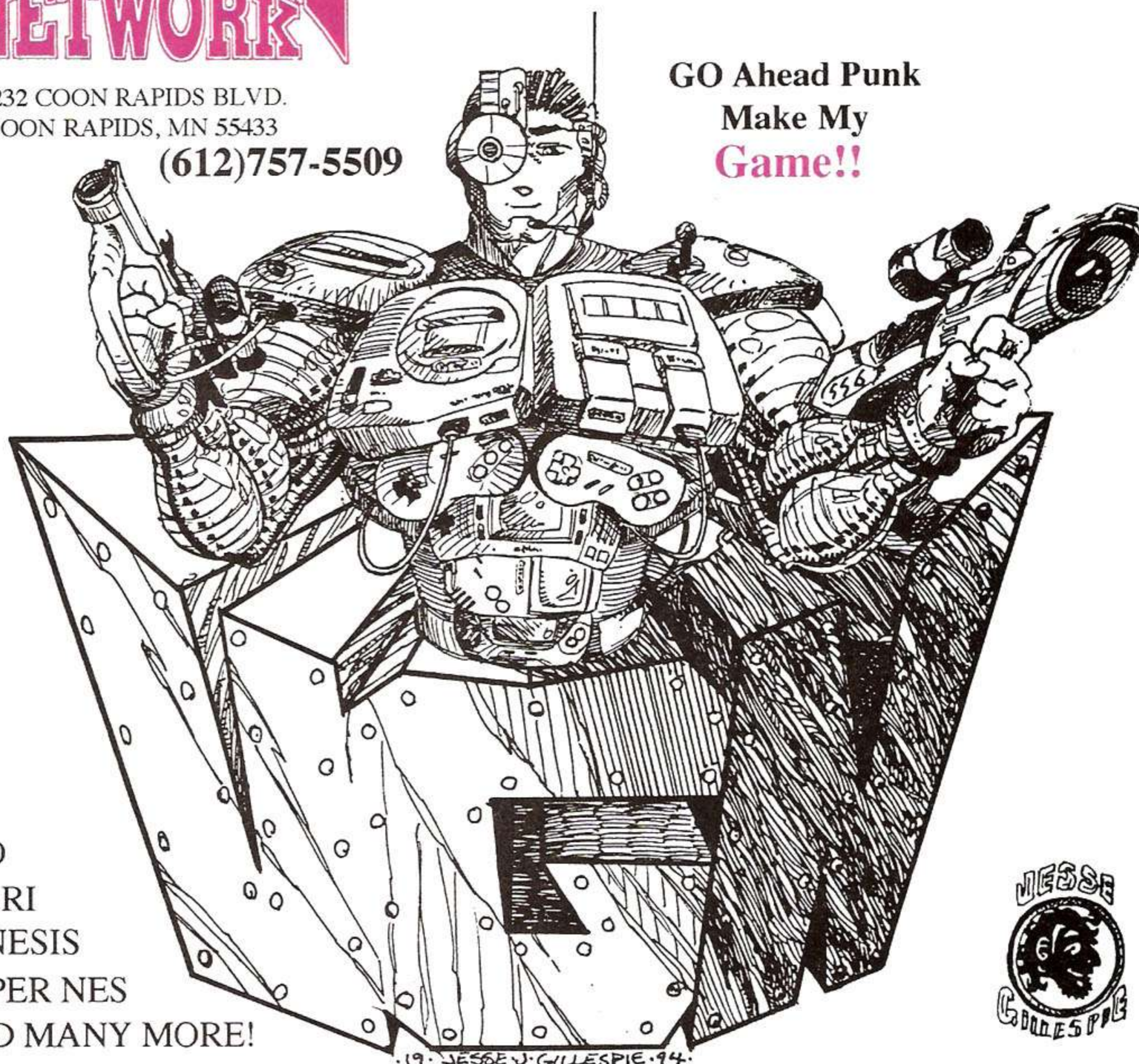
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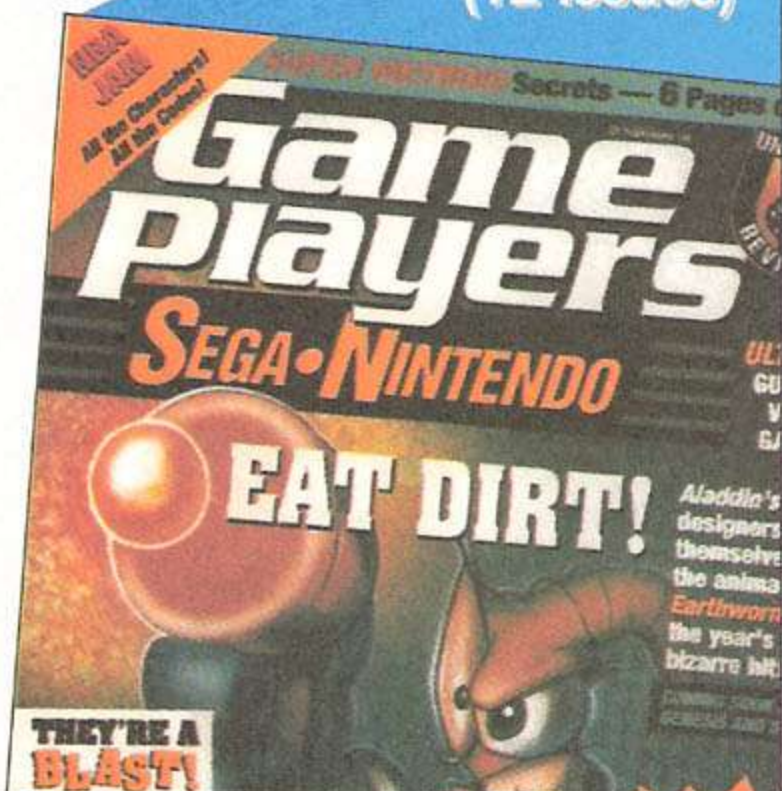
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Are You On The List?

With *Mega Man X2*, you'd better be!



He used Doug's baseball to konk Mark, Mark's hair to strangle Bill, and Bill's stapler to pin Mike, but Lucky continued to defy all of Chris Slate's strategies.

Reviewed: 8#1, Score: 88%

As long-time *Mega Man* fans undoubtedly know, the key to success is knowing which weapon hurts each boss the most. Thus, it has become an annual tradition here at *Game Players* to print what's come to be known as 'The List' for the latest *Mega Man* game.

But starting with last year's *Mega Man X*, this new SNES series offers a lot more weapons and items to be found. So we've expanded 'The List' to uncover many of the game's other secrets as well. But we still aren't giving away everything... yet. There are a few secrets here and there that are yet to be revealed, so keep an eye out for anything unusual. In the meantime, get off to a big head-start with the info on the following pages. And if Capcom continues forward as they always have, chances are we can all get back together for another round of Mega-mania this time next year. I can't wait! **GP**



THE LIST

What you need to make 'em bleed!



1 Wheel Gator — use the S. Chain



2 Bubble Crab — use the Spin Wheel



3 Flame Stag — use the Bubble Splash



4 Morph Moth — use the Speed Burner



5 Magna Centipede — use the Silk Shot



6 Crystal Snail — use the Magnet Mine



7 Overdrive Ostrich — use the Crystal Hunter



8 Wire Sponge — use the Sonic Slicer

SNES

INFO

PUBLISHER

Capcom

DEVELOPER

Capcom of Japan

SUGG. RETAIL

\$60-\$70

GENRE

action/adventure

THE SUPER BOSSES

3 x 1 = 0?

After defeating two of the first eight bosses, three 'super' bosses appear, each one holding a piece of Zero. To defeat them, you must first find them. They switch stages every time you exit a level, and the entrances to their lairs are well hidden. It's important that you defeat each one of the 'super' bosses before beating any more regular ones, or they go away.

VIOLEN

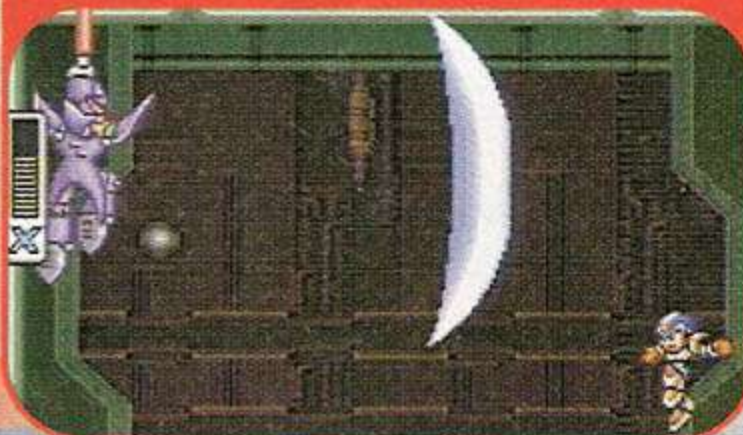
Use the powered-up X. Buster. Stick to the top corners while Violent swings his ball and chain, then fire at him (while still clinging to the wall) when he jumps towards the top of the screen.



Save your attack for when Violent leaps into the air. When he gets too close, air-dash to the other side.

AGILE

Stay on the opposite side of the room and climb midway up the wall. Wait for Agile to leap up and throw his energy wave, then immediately drop under it and fire a powered-up shot from the X. Buster. Now quickly climb the wall again and repeat the pattern. If Agile dashes towards your side of the screen, leap off the wall over him and air-dash to the other side.



If you aren't halfway up the wall, Agile throws his energy wave at ground level, making it impossible for you to dodge it.

SERGES

Use the powered-up X. Buster to destroy Serges' land mines, then use the same weapon on Serges when he's jumping or when his shield goes down to place a mine. Stay as far away from him as possible while he's spinning to give his shots more room to spread out before they reach you.



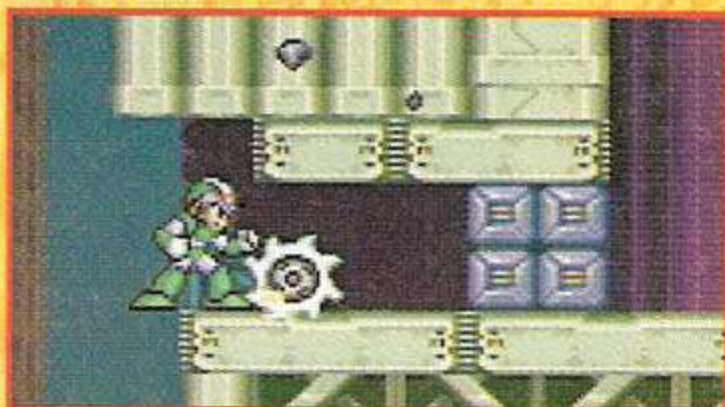
Keep pressing the attack — if you slack off, he places a ton of mines before you know it.

THE X-PARTS

No, it's not a dirty movie!

The X-Parts are the most coveted secret items of all. They were left behind by Dr. Light years ago, in hopes that Mega Man X would find them when he was ready to be upgraded. Without them, completing the game and finding all of the other hidden items would be impossible.

Air-Dash — This enhancement allows you to dash while in mid-air for longer jumps. Look for it behind a small wall of stones in Overdrive Ostrich's stage. Use the Spin Wheel to smash the stones.



Smash the stones with the Spin Wheel, then...



...you can walk right in and grab the Air-Dash.

G. Crush — This item works like a smart bomb. You power it up by taking damage. When it's full, you can unleash the most powerful *Mega Man* weapon ever! It's hidden in Morph Moth's stage, in the first tunnel with the floating junk. Use the I. Tracer to find the exact spot on the ground (not totally necessary) and bore through using the S. Wheel.



The G. Crush is a great 'first attack' weapon for any boss, and is great for slipping through trouble spots unscathed.



Roll an S. Wheel along the ground until you find the secret tunnel, or simply use the I. Tracer if you have it.

THE X-PARTS

Continued

Super X. Buster — This can be found in Wheel Gator's world. Look for it just past one of those yellow tank-like guys, up a narrow tunnel in the ceiling. To reach it, air-dash off of a wall on the far left to grasp a part of the ceiling that hangs down, then slide down off of it and immediately air-dash into the narrow tunnel further to the right.



This is one of the toughest items to reach, but well worth the effort.



Now you can power-up the X. Buster to fire a double-shot, and you can power-up the boss weapons, as well.

ENERGY SUBTANKS

Just like the power company!

Energy Subtanks can be filled with excess energy capsules, and in turn can refill Mega Man's life bar when it's low. These important items are hard to find, but are well worth the search.

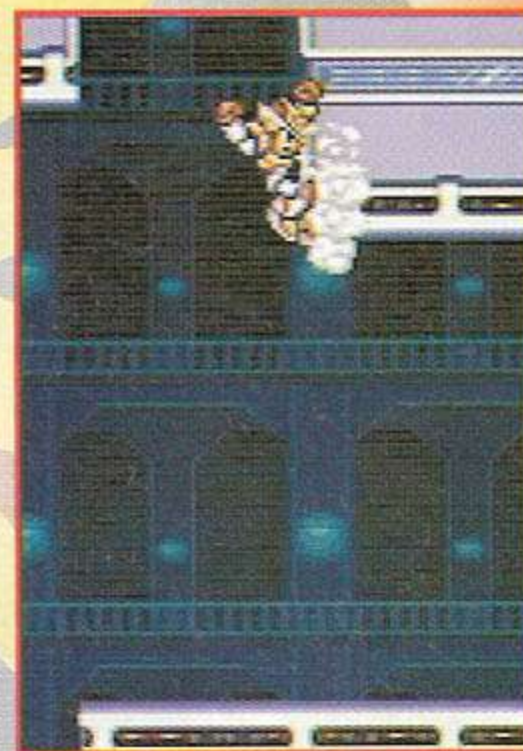
There's a Subtank hidden in Wire Sponge's stage. When you reach the first set of vertical platforms over the spikes, ride the first platform to the top and air-dash to the wall at the left. Climb to the top and go to the right to find the Subtank.



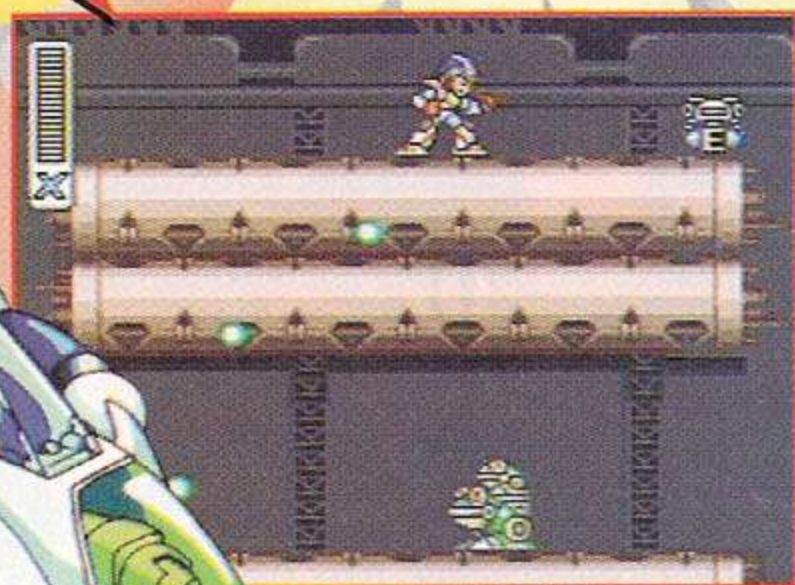
Ride this first platform to its peak, then air-dash to the wall on the left.



Another Subtank can be found in Magna Centipede's stage, in a small room above a narrow tunnel in the ceiling. Take a dashing jump from a platform to the far left and then do a powered-up Speed Burner dash in mid-air to barely reach the bottom of the tunnel. Climb up inside and grab the Subtank.



You've got quite a jump to reach the tunnel, so you need to squeeze out every inch you can.



Now go to the right to find the Subtank guarded by a few frogs.



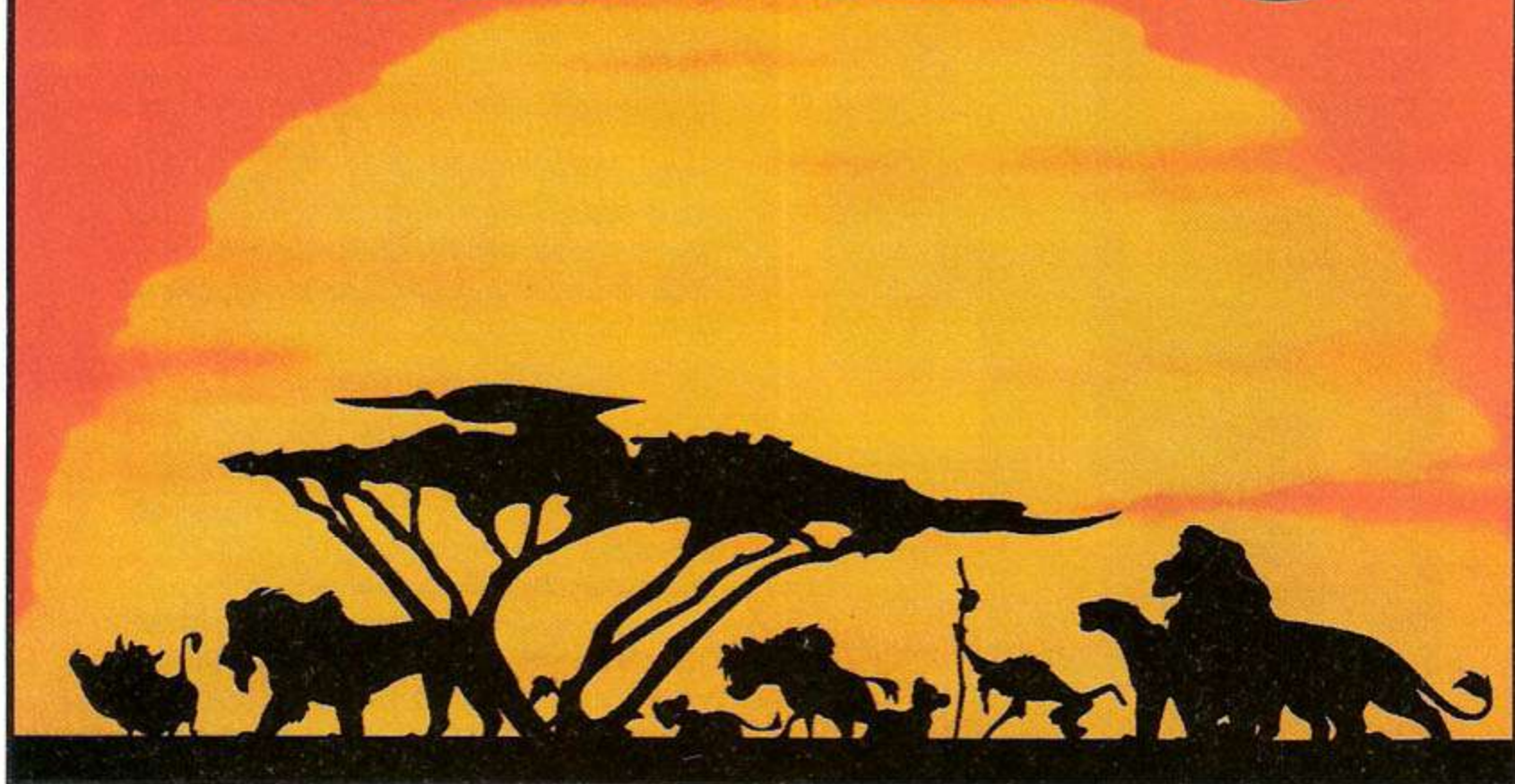
Your reward? A nifty Subtank! A handy thing to have when you're feelin' a little low.



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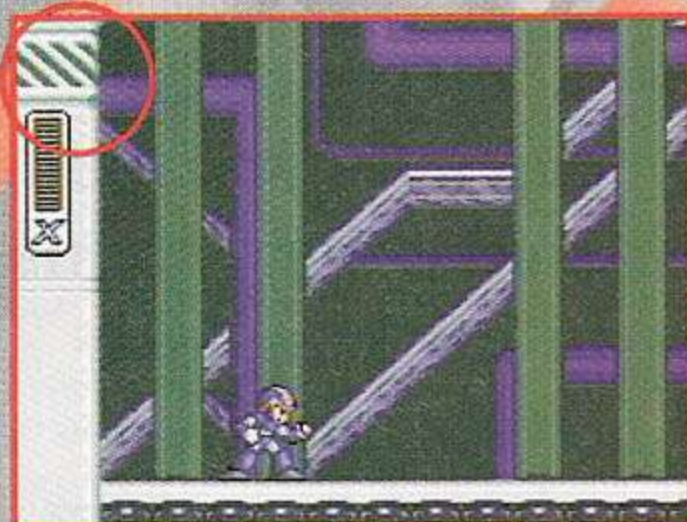


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HEART TANKS

You gotta have heart...

Each Heart Tank that you find permanently increases the max amount of energy that Mega Man can hold, so you want to nab every last one.



There is a Heart Tank hidden in the upper-left corner of Wire Sponge's level at the very start. Climb the wall and duck inside the hidden compartment to find it.

To find the Heart Tank in Magna Centipede's stage, look for a narrow passage in the ceiling near the start of the level, just after the first round of security traps and before the moving blocks. Jump up and grab the security block just under the passage to climb your way in.



The Heart Tank in Wheel Gator's world is in the upper-left corner of the room just after the outside area where you use the robot. Dash-jump from the

platform on the right and use a powered-up Speed Burner dash to make it the rest of the way. You grab onto the small corner of the ledge above the spikes for only a split-second before falling into them, so quickly jump up on the ledge where the Heart Tank is.

Another Heart Tank is hidden in Bubble Crab's stage. There is a horizontal gate to the right that won't open until the fish reaches it — don't go through it. Instead, climb the wall on the right to find some extra energy, then go back down to the ledge just below the energy. From there, do a dash-jump to the left, and then do a powered-up Speed Burner



dash at the height of your jump. You should reach a vertical platform that moves up and down. Ride it to the top to find the Heart Tank on the ledge above.

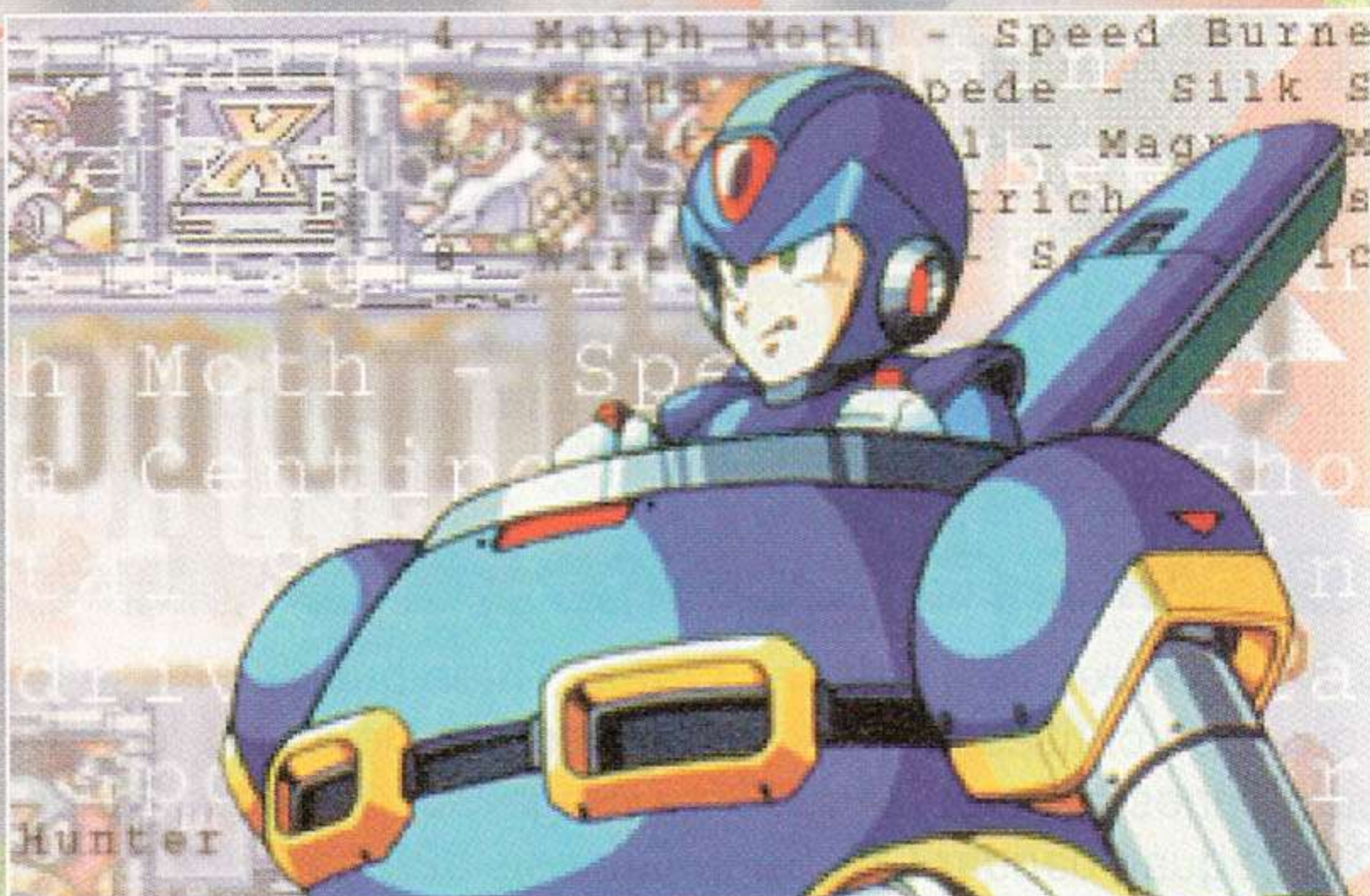


To reach the Heart Tank in Overdrive Ostrich's stage, power-up the Speed Burner to dash over a long bed of spikes and land on top of it. You die on the spikes as soon as you grab it, but that's okay as long as you get it.

There's another Heart Tank near the start of Crystal Snail's stage. After getting into the first robot suit, walk up the ramp to the left and fall down the shaft, hovering over to the ledge on the left just before reaching the bottom. Do a running jump off of the ledge to the left, then leap free of the robot at the last possible second — you should grab the very bottom of the ledge to the far left that holds the Heart Tank.



The Heart Tank in Flame Stag's stage is near the beginning. To get it, climb the inside of the volcano very quickly so that you reach the ledge that holds the Heart Tank with a few seconds to spare. Have a powerful blast already charged up and destroy the barrier to pocket the Heart Tank before the lava engulfs you.



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MASK	\$54	VIEWPOINT	\$77
MICHAEL JORDAN CHAOS	\$52	VIRTUAL FIGHTERS	\$54
MICRO MACHINES	\$49	WACKY WORLDS	\$54
MLBPA BASEBALL	\$47	WOLFENSTEN 3-D	\$56
MLBPA GRAND SLAM	\$54	WOLVERINE	\$52
MORTAL KOMBAT II	\$64	WORLD CUP USA 94	\$55
NBA JAM	\$49	WORLD HEROES 2	\$51
NBA LIVE '95	\$54	WRATH OF THE GODS	\$58
NCAA	\$54	WWF RAW	\$59
NFL '95	\$53	X-MEN 2	\$51
NFL QUARTERBACK CLUB	\$62	ZERO KAMIKAZE	\$48

ZERO TOLERANCE

WHO CAN

YOU TRUST?

With **SNATCHER** you just can't tell!

Since he's convinced the GP staff had been kidnapped and replaced with exact duplicates, **Jeff Lundrigan** was our choice to guide our readers through this cyberpunk nightmare.

Reviewed: 8#1, Score: 80%

Gillian Seed has a lot of problems. He and his wife Jamie are suffering from amnesia and can't remember a thing about themselves before the two of them were found in the wastes of Siberia. The strain of not knowing who they are or where they came from has driven them to a painful separation.

And then the Snatchers showed up.

Evil robots of unknown origin, the Snatchers duplicate and replace humans, causing widespread suspicion and panic throughout the city of Neo Kobe. Gillian has been assigned to the Junkers, an elite unit formed to deal with the growing Snatcher menace. Can Gillian trace the origin of the Snatchers and eliminate them? Can he ever regain his memory? Will he and his beloved Jamie ever be reunited? What do you think? **GP**



Once you receive your Navigator, Metal Gear, and your Blaster, you get a call...



Your fellow Junker, Jean Gibson, is in trouble. Rush to the turbocycle and head for the factory!

JUNKER HQ

The game begins with Gillian walking into Junker HQ for the first time. Real nice place to work, huh?



1 You begin by walking in and meeting Mika Slayton, responsible for day-to-day Junker operations.



Look at the receptionist, talk to her and ask any questions that come to mind, then go inside.

You want to take a tour of Junker HQ. Be sure to see the Chief and ask about Junker procedures, then go down to Engineering and ask Harry about everything.

**FACTORY OF DEATH**

It's a factory, and somebody dies. So what more do you want to know?

Keep advancing until you find the wreckage of Little John, Jean's navigator robot. Look it over and investigate what you can, then keep advancing.



2 Now go back to Little John and investigate the wreckage to retrieve its memory chip, then return to Jean's body.



Follow the mysterious fleeing figure and you come to a dead end. Keep poking around until you hear a strange sound, then get out.



1 When you reach the Factory, look at the building and investigate the motion detector to be allowed inside.



Ugh! Looks like the Snatchers got to Jean before you could. This is your first crack at investigating a scene, so don't miss anything. Look over everything, then investigate everything, then look over it all once again. Don't miss Metal Gear's analysis of the tissue under Jean's fingernails, or the contents of his stomach (ick), and don't leave without finding the key and the scrap of paper.



6 When you reach Little John, Investigate him again to find the source of the sound. Flee!



7 Unfortunately, you run smack into your first arcade sequence. Remain calm. They're just little insect robots. You can beat them.



8 Yoiks, and away! You get out just in time. Too bad you can't say the same for Jean.

SWEET KATRINA

OK, so her dad is dead. Good a reason as any to introduce yourself.

2

Only daughter of Jean Jack Gibson. Won "Miss Seventeen" contest in 2846. Currently a popular model in holographic advertisements.

Before you leave, take a moment with Jordan to look up some facts about Jean and his daughter Katrina. This will come in handy later, just trust me.

Before heading to Jean's house, drop by your own place and find Jamie's number. Give your wife a call, she's glad to hear from you.



Metal Gear
She knows that, as a Junker, you should have access to Alpha-One.



1



Back at Junker HQ, everyone is upset and Harry is really soused.

Check out the detective's office using Jean's key, and also search the coat in Jean's locker.



Metal Gear
It is a sunscreen. It's the standard type, designed to block ultraviolet rays.

5

Give everything in Jean's house a thorough going over. You should find his personal computer in the study, and pick up both the bottle of sunscreen and Jean's photo.

Finally, head for Jean's house. Katrina wants to see your Junker ID, and you have to answer a few questions about her and her father before she lets you in (aren't you glad you looked that stuff up?).

OUTER HEAVEN

Sometimes you wanna go where nobody knows your name.

Once you've consoled Katrina a little, return to Junker HQ. If you've thoroughly gone through everything in the detective's office, Harry should be up and around.



Metal Gear
It says "39-5544". It does not appear to be a date of any kind.

1

Investigate his room until you find the bottle of Napoleon brandy. There's a number scrawled on it you should call.



You can find the right password to give Jean's informer by logging on to Jordan and searching for 'Napoleon.'



Plato's Cavern can yield a good deal of info if you show the salesman the right things (just don't show him your Junker ID). Buy a mask and head for Outer Heaven.



Napoleon
Yeah... There's a masquerade club called Outer Heaven. I'm pretty sure they serve buffalo.

2

Alton plaza will yield a couple of things. Napoleon will need money a few times, but if you talk to him about Jean, he should give you the address of Outer Heaven. For the address of Plato's Cavern, keep an eye on the big neon sign until their phone number appears, then call the place and ask for their address.



Metal Gear
We're inside Plato's Cavern.

3

Use the mask to get in, then look around the club and look at the dancer. You want to call the manager (who won't be much help), then call for Isabella. Show her Jean's picture twice to get her to remember him, then get a description of the guy who followed him out the night before.

4



Metal Gear
We're inside Outer Heaven.



Metal Gear
Although inconvenient, we should take down her description, and then go back to headquarters to build the montage on our own.

ONE SUSPECT, TWO SUSPECT

Well, maybe you're actually going to find a Snatcher. Have you thought this through?



Back at Junker HQ, you can use Jordan to put together a composite from Isabella's description. If you make a wrong choice, you won't get a positive result, so keep trying. Once you have a montage, you get two possible suspects. Check out Ivan's place first.



Metal Gear
This is Ivan Rodriguez's neighborhood.



Show the montage to the Freeman outside to gain entry (there's a chance for a good deed

here if you keep asking them about their backgrounds). Look around the area outside 301 to see the electric meter, then keep investigating the meter until you see that electricity is being used. Knock twice. Be ready to use your gun.



Metal Gear
He looks just like the montage, but he has quite a suntan.

Inside, Ivan turns out to be a loser and a drug dealer, but no Snatcher. Head for Freddy's place.

Inside, things are a little trickier. Ask Lisa about everything a good couple of times, then talk about Freddy as a suspect, then ask about Freddy a couple more times. You have to show her the montage photo a couple of times, then Montage appears under the Talk menu, and you get into the bathroom.



Lisa
Uh... um... you see, he drives a "manned taxi", but lately he's been taking walks at night, without going to work.



Outside Freddy's door, you just have to keep talking and knocking until you get a response.

Inside the bathroom, keep searching until you find the tell-tale bottle of sunscreen, and be ready for action again.



Gillian
What's this!?



Well shucky-darn! Lisa is a Snatcher! Who'd have thought? Still, you're not out of the woods yet.

Fortunately, you're saved at the last minute by the bounty hunter Random Hajile. He's cocky, but fast. This ends Act 1, and you head back to Junker HQ.



VISIT THE HOSPITAL

The trial leads to a place of healing... well, maybe not exactly.

At Junker HQ, Harry should have finished retrieving Little John's video memory, and the name of the hospital Jean tracked the Snatchers to could be 'Oleen'.



1

Call Napoleon and meet with him again to find out about 'Oleen.' It's a wild goose chase at a pet hospital, but one you have to make. Afterwards, head back to Junker HQ.



Napoleon
It may not be the one you're looking for, but I know an "Oleen Hospital".



2

Bad news, Katrina is in trouble! Rush back to Jean's house and find a mess. Poor doggie Alice!



Metal Gear
We're in the hospital. This would appear to be the reception area.



Finding Katrina is complicated: thoroughly search Junker HQ, then search Alton Plaza.

Finally, head for your apartment. Is that an intruder?



3

Metal Gear
Somebody appears to be in the apartment.



Metal Gear
The door is locked, but even I can open a mechanism this simple.

5

At Queen's hospital, look at the building to find the door, then look at the door to get Metal Gear to open it.



Metal Gear
What's this? There are some kind of switches here.

Inside, you find three switches at the reception desk. You can open all three rooms, but the only one of interest is door number three.

Oh, um, I guess you found Katrina. She's got her father's log of all the black market hospitals in Neo Kobe. If you can figure out the correct name, you're in (here's a hint: it's 'Queens' hospital).



6

to translate the file. When you call Napoleon, he's not in, but his message service should clue you in to who he is. Head for Outer Heaven.

4



Metal Gear
It appears to be a list of illicit medical facilities.



It's dark in the room, but you can look around using Metal Gear's headlight. Be sure to find the file in the desk and the book of matches. Also, check the picture on the wall, then leave.

Now, you need someone who can read Chinese



7

By questioning the doorman, you should be able to prove who he is — just keep offering proof until he sneezes. Inside, Napoleon cracks the file's code: Benson? Good lord, there's a Snatcher at Junker HQ! But is it the chief or

Harry? Well, you're roughly halfway through the game at this point, and from here, you're on your own. Good hunting!



SEGA CD

PUBLISHER

Konami of America

DEVELOPER

Konami of Japan

SUGG. RETAIL

\$55-60

GENRE

RPG

INFO

NOW PLAYING

This listing took years to produce and more than a few men lost their lives trying to bring you the best information on video games available. We now pass this on to you. Please, for our sake, use it wisely!

ALADDIN
SEGA OF AMERICA
FOR GENESIS
● Game Gear review, 7#5
● strategy, 6#11 and 7#2



One of the best action games ever, this has incredible graphics and animation (thanks to the Digicel process), tons of humor, and, of course, great action.

GENESIS 90% • GG 90%

ANIMANIA'S
KONAMI FOR SNES
AND GENESIS
● review, 7#12



A fantastic cartoon tour-de-force. Excellent graphics, music, and game play combine to make this a game that both young and old can enjoy!

SNES 90% • GENESIS 83%

CONTRA: HARDCORE
KONAMI OF AMERICA
FOR GENESIS
● review, 7#10



A great assault-type game that lets you blast away at anything that moves. At times you're offered a choice as to how to proceed — defend or attack! Killer!

OVERALL 92%

ALFRED CHICKEN

Mindscape for SNES; review, 7#8

Unlike that famous old Southern gentleman, Mindscape didn't do chicken right. Poor graphics and a one-hit-and-you're-dead mistake factor make this a takeout order that you should probably just forget.

OVERALL 64%

• ANDROID ASSAULT

Sega/Big Fun Games for Sega CD; review, 8#1

Aliens from the evil planet Zias have been kicking our butts in warfare for years, so we build this thing called a Bari-Arm, which is basically a Transformer kind of thing that moves sorta slow. Speaking of slow, so is this game. Yawn.

OVERALL 71%

ASTERIX AND THE GREAT RESCUE

Sega of America for Genesis; review, 7#7

As either Asterix or his pal Obelix, you must complete six grueling levels to reach Getafix. You can pick up special items, but they're activated only by drinking a bottle of potion. Great graphics can't save limited play control.

OVERALL 61%

BALLZ

P.F. Magic for Genesis; review, 7#9

Yes, it's called *Ballz* and no, it doesn't have any. The 3-D graphics make it hard to connect with an opponent which, by the way, all kinda look alike. If you're a fan of spitting, farting or whacking folks with baseball bats, you might enjoy this.

OVERALL 73%

BATTLECORPS

Core Design for Sega CD; review, 7#10

Don't look now, but those damn tin cans are on the warpath again! Grab your can opener and let's rock! But wait! Aside from that stomping sound, you might as well be in a tank. There's no walking combat action here.

OVERALL 71%

BEAVIS AND BUTT-HEAD

Viacom for Snes and Genesis; review, 7#12

If your idea of fun is cutting up insects with a chain saw, or maybe just launching snot rockets, then this is just possibly the game for you! However, if you prefer games that have a sense of humor to them, just skip this one, dude!

SNES 71%; GEN 55%

• BIKER MICE FROM MARS

Konami for SNES; review, 8#1

This highly addictive racer has a lot going for it — good graphics and a unique game perspective among other things. We had a lot of fun with this one!

OVERALL 80%

BILL WALSH COLLEGE FOOTBALL '95

Electronic Arts for Genesis; sports, 7#11

A great college football simulation with new player art and animation that now allows up to four armchair athletes to simultaneously take the field in any co-op or competitive combination. Don't let this one fumble through your fingers.

OVERALL 87%

BLACKTHORNE

Interplay for SNES; review, 7#9

A smooth-scrolling action game with unusual weapons (a shotgun?), and even more unusual game play (you can shoot your own men?). Excellent graphics and a moody sound track aid you in your quest to kill all the bad guys.

OVERALL 87%

BONK'S ADVENTURE

Hudson Soft for NES; review, 7#7

A terrific translation of the original Turbo-Grax-16 version. You've still got your mid-air spins, wall bites, and, of course, plenty of bani-bana flowers and bonus levels.

OVERALL 87%

BOOGERMAN

Interplay for Genesis; review, 7#12

Hey kids! Check this out — you get to fart on the bads guys and shoot 'em down with boogers! This is great! Hey parents!!! While this game has some good graphics, once your kids get tired of this, they probably won't play it again. That's great.

OVERALL 60%

BRAIN LORD

Enix for SNES; review, 7#8; strategy 7#9

This game is kinda like a wrestler with brains. You know, massive strength, lightning speed and a violent disposition coupled with a brain that can do more than just string simple words into sentences like: 'Me hungry. Eat now.'

OVERALL 78%

What YOU think

I would just like to say that I'm appalled at the rating given to Donkey Kong Country. For such a revolutionary game to be given a 93% is disappointing. You can't say that control isn't a big problem and deduct two points. I'm highly disappointed by this review.

— Jim Jovanovic, Cleveland, OH

BREATH OF FIRE

Square Soft for SNES; review, 7#8

You and your band of adventurers search the land for the seven Goddess Keys in an RPG that some players may find to be too short, but packed with fine features.

OVERALL 87%

• BRETT HULL '95

Accolade for SNES; sports, 8#1

While lacking the control and graphics of some of the major hockey simulations, this game does offer some mighty fine hockey action. Give this one a rent before buying, just to see if it's your cup of (iced) tea.

OVERALL 77%

BRUTAL: PAWS OF FURY

Gametek for Sega CD; review, 7#9

So you wanna be an animal, huh? *Brutal: Paws of Fury* is just the ticket you've been waiting for. The special moves for each character take some practice and, until you master them, be prepared to become fodder for all your enemies.

OVERALL 77%

BUBBA 'N' STIX

Core for Genesis; review, 7#8

Let's get one thing straight: this cart is definitely not 'Close Encounters of the Third Kind'. This is wild, wacky mayhem at its best! Help save the earth today!

OVERALL 77%

BUBSY II

Accolade for Genesis; review, 7#12

Oh, no! Oinker P. Spamm is stealing moments from history and enshrining them in the Amazatorium. Only Bubsy can save the day! While this sequel has a nice non-linear touch, some of the levels are very repetitious.

OVERALL 64%

CHAMPIONSHIP SOCCER

Sony Imagesoft for Genesis; sports, 7#7

The action is fast-paced and moves smoothly around the field. Skills such as passing and shooting require only the touch of a button, but they can be made more difficult by increasing the skill level.

OVERALL 82%

CHAMPIONS WORLD CLASS SOCCER

Flying Edge for Genesis; sports, 7#7

The game offers 32 teams representing countries from around the globe. Unlike the SNES version, there's no announcer replaying key footage between halves, and you can't modify teams or substitute players either.

OVERALL 57%

CJ: ELEPHANT FUGITIVE

Codemasters for Game Gear; review, 7#7

Guide the headstrong pachyderm back to Africa, keeping enemies at bay with an endless supply of projectile peanuts. Sharp graphics, smooth control, and a unique storyline keeps ya comin' back.

OVERALL 76%

CLAY FIGHTER TOURNAMENT EDITION

Interplay for SNES; review, 7#8

A rehash — albeit an excellent one — of *Clay Fighter*. If you let *Clay Fighter* slip by you the first time, then you should definitely get your hands on this.

OVERALL 88%

COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

Sega of America for Genesis; sports, 7#9

Great graphics, excellent control, killer sound, three levels of difficulty — what more could you want? This thing even has authentic fight songs from 32 different colleges.

OVERALL 91%

5 games for Sonic fans!

These games are sure to bring out the hedgehog in everybody!

1. *Sonic the Hedgehog*

Sega for Genesis **90%**
This is the original that introduced all of us to the little blue hedgehog!

2. *Sonic the Hedgehog 2*

Sega for Genesis **85%**
Tails made his appearance in this sequel.

3. *Sonic the Hedgehog 3*

Sega for Genesis **92%**
Our first meeting with Knuckles, the echidna.

4. *Sonic and Knuckles*

Sega for Genesis **95%**
Lock-on technology is introduced! Wow!!!

5. *Sonic CD*

Sega for Sega CD **91%**
Possibly the largest Sonic adventure ever!

DONKEY KONG

NINTENDO FOR GAME BOY

● review, 7#9



With 101 levels, great controls, and lots of puzzles and action, this game is a must have! Why this didn't come out on a 16-bit format is beyond us!

OVERALL 93%

EARTHWORM JIM

PLAYMATES FOR SNES AND GENESIS

● review, 7#11



Surreal story line, and a great sense of humor make this a fantastic game. Heck, you can even end up in Heck, where demons prance to Muzak! Wow!

SNES 96% • GEN 95%

FINAL FANTASY III

SQUARESOFT FOR SNES

● review, 7#10



This enchanting RPG tied with *Super Street Fighter II* for the highest scoring game ever rated by us! If you like the genre, you're gonna love this game!!!

OVERALL 98%

CONTRA: THE ALIEN WARS

Konami for Game Boy; review, 7#12

While this game is a big hit on other platforms, here it's just kinda like a primer for the art of war. The bosses aren't all that challenging, and the black and white game screens don't really have the power that color screens explode with.

OVERALL 60%

• CORPSE KILLER

Digital Pictures for Sega CD; review, 8#1

Kill off thousands of undead Jimmy Pages, Robert Plants, and yes, even Kurt Cobains in this boring, un inventive shooter that has absolutely nothing going for it. You'll have more fun holding your breath until you pass out.

OVERALL 69%

CRAZY CHASE

Kemco for SNES; review, 7#9

Diagonal scrolling is just about the only thing this game has going for it. There aren't enough levels and the game is ridiculously easy. Maybe just the thing for your kid sister!

OVERALL 66%

THE DEATH AND RETURN OF SUPERMAN

Sunsoft for SNES; review, 7#8

Superman's return from the dead may have most gamers wondering 'Why did he bother?' in this repetitious comic-book style video game.

OVERALL 69%

DEMOLITION MAN

Virgin Interactive for Genesis; review, 7#7

You get ten levels of blasting and bombing in this game, adapted from the 1993 action movie. With action in both side-scrolling and overhead styles, the game play is varied, with spectacular stunts such as bungee jumping from a helicopter.

OVERALL 78%

DEMON'S CREST

Capcom for SNES; review, 7#11

A great action/adventure game in the tradition of *Super Metroid*, that unfortunately, can be beat in a few hours without casting any of the usual spells or using any potions. Aside from these problems, this has all the markings of a great game!

OVERALL 89%

What YOU think

In volume 7#6, you gave *Ken Griffey Jr. Presents Major League Baseball* a 90%. I think it should get a 95%, because it's got 16-megs and it's a very fun baseball game, but not good enough to get a 100%.

— Jared Kozemko, Wilkes-Barre, PA

DICK VITALE'S AWESOME BABY! COLLEGE HOOPS

Time Warner for Genesis; sports, 7#11

Rough-edged basketball cart takes a first-person perspective that makes completing passes and setting up plays a chore. Ol' Dicky garbles his usual euphemisms, but these repeat themselves too often to be exciting. Leave this one on the bench.

OVERALL 86%

DOUBLE DRAGON V: THE SHADOW FALLS

Williams Ent. for SNES and Genesis; review, 7#7, 7#10

This is a nice little brawler that's better suited for younger players who haven't been 'desensitized' by the blood in *Mortal Kombat II*. It's adapted from the TV cartoon instead of the earlier *Double Dragon* games, but that's a bonus after the last few.

SNES 74% • GEN 85%

DRACULA UNLEASHED

Sega of America for Sega CD; review, 7#7

The search for Dracula takes you around London, dropping in to visit various characters, picking up clues and items. Its cheesy atmosphere makes this sequel of sorts to *Dracula* hard to resist, like a jugular vein to a vampire.

OVERALL 75%

DYNAMITE HEADZ

Sega of America for Genesis; review, 7#10

You need to learn how to keep your head on your shoulders if you're planning to get ahead in this! But don't blow your top! The action is explosive! You've gotta have this game to get to the head of the class!

OVERALL 96%

• ECCO: THE TIDES OF TIME

Sega for Genesis; review, 8#1

They called him Flipper, Flipper, but you'll call this boring, even though there are some really beautiful graphics in the game. If you don't have the first *Ecco* game, you might wanna pick this one up — otherwise, we'd forget it.

OVERALL 60%

ELITE SOCCER

GameTek for SNES and Game Boy; sports, 7#12

Simultaneous five player action, updated team rosters, and 32 international teams should have made this the ultimate soccer game, but the computer determines which player you control. This isn't the detailed representation of soccer you'd expect.

SNES 84% • GB 70%

ESPN SUNDAY NIGHT NFL

Sony Imagesoft for SNES; sports, 7#11

An awkward play selection system and graphics that often cause players to disappear from the face of the game puts this football cart somewhat in the basement of its division. This average cart is only for patient and forgiving gamers.

OVERALL 56%

EYE OF THE BEHOLDER

Capcom for SNES; review, 7#8

A brand new copy of an old, tired idea, complete with a clumsy fighting system and lacking any kind of auto-mapping feature. If your ancestors had ever fought this way, you wouldn't be here now.

OVERALL 63%

FATAL FURY 2 (MA-13)

Takara for Genesis; review, 7#8

What's this? Another 'world tournament' fighting game? Tell you what: if you're totally addicted to fighting games, go out and buy it. You won't be disappointed. If you're not among the 'gotta have it' crowd, don't worry.

OVERALL 81%

FIFA INTERNATIONAL SOCCER

Electronic Arts for Sega CD; sports, 7#10

If soccer is your game, move to Brazil! No, just kidding. This is a great soccer game, with plenty of action and detailed atmosphere. Say, if you can't use your hands in soccer, do you push the controller buttons with your feet?

OVERALL 86%

FORMULA ONE WORLD CHAMPIONSHIP

Sega of America for Sega CD; review, 7#10

This is just like learning to drive for real. If you don't master all of the moves and put in a lot of time on the tracks, you're not going to win. Great introductory scenes undercut the so-so game graphics.

OVERALL 77%

HAMMERLOCK

Jaleco for SNES; review, 7#9

This wrestling game hits the mat like the local cannon fodder after an airplane spin from Hulk Hogan. You could give this game a rent, or you could just count to three. It's out.

OVERALL 80%

HARDBALL '94

Accolade for Genesis; sports, 7#8

This is actually kind of a 1994 statistical update for *Hardball III*, but, if you're one of those people who sits for an entire summer baking your brains out in the bleachers, this cart is what you're looking for.

OVERALL 85%

HEART OF THE ALIEN: OUT OF THIS WORLD 2

Virgin Interactive for Sega CD; review, 7#7; strategy, 7#8

This CD is packed to the brim with the original *Heart of the Alien* game and this new sequel. This time you're Buddy and must rescue Lester from your mysterious brethren. Graphics are dated, but the game's so difficult you keep going for hours.

OVERALL 79%

INDIANA JONES' GREATEST ADVENTURES

JVC for SNES; review, 7#11

A one dimensional side scroller with a few semi-3-D interludes that, while providing a modicum of entertainment, doesn't really live up to the excitement of an Indy Jones movie. Give this one a rent before you sell your whip to buy it.

OVERALL 84%

JEOPARDY! SPORTS EDITION

Gametek for Genesis, SNES, and Game Gear; sports, 7#9

Jeopardy! is probably the finest game show on commercial TV. One of the reasons for this is the diversity of questions asked. If you'd like to play *Jeopardy!* and only have to answer sports questions, this is for you.

SNES 70% • GAME GEAR 68% • GEN 66%

5 games for Mario fans!

Anyone who hates monkeys and loves plumbing can't be all bad!

1. Super Mario World

Nintendo for SNES **96%**
The first and only! A classic game for SNES.

2. Donkey Kong

Nintendo for Game Boy **93%**
Who doesn't know about this winning game?

3. Super Mario Kart

Nintendo for SNES **93%**
A surprise hit with a great two player mode.

4. Super Mario Land

Nintendo for Game Boy **91%**
One of the premiere Game Boy carts!

5. Super Mario Land 2

Nintendo for Game Boy **94%**
This sequel to a great game brought much improved graphics to the tiny screen.

KEN GRIFFY JR PRESENTS: MAJOR LEAGUE BASEBALL

NINTENDO OF AMERICA FOR SNES
● sports 7#6



A game that captures the fun that made baseball the national institution it is. Responsive controls and entertaining game play are its solid foundation.

OVERALL 90%

MICKEY MANIA: TIMELESS ADVENTURES OF MICKEY

SONY FOR GENESIS, SNES AND SEGA CD
● review 7#10, 7#11



You don't want any other game with Mickey — this is the one!!! Clips from old Disney cartoons, smooth animation and scaling make this game a must!

GEN & SNES 96% • SEGA CD 97%

MORTAL KOMBAT

[GEN & GG MA-13, CD MA-17]
ACCLAIM FOR ALL MACHINES
● CD review, 7#5
● strategy, 6#10



Bone-crunching action (and blood for the Sega!) makes this one of the top fighting games. You'll love those finishing moves! The Sega CD version has a video trailer.

SNES & GEN 90% • CD 72% • GB 78% • GG 82%

THE JUNGLE BOOK

Virgin Interactive for Genesis and SNES; review, 7#7

Lead young Mowgli through ten treacherous levels, swinging from vines and hurling fruit. Detailed graphics, a catchy soundtrack and solid game play keep you riveted. The Genesis version surpasses the SNES in playability with more weapons.

SNES 84%; GEN 89%

JURASSIC PARK: RAMPAGE EDITION

Sega of America for Genesis; review, 7#12

While the sequel to the movie isn't out yet, it seems that sequels to the video game go on and on. Here you get to be either Dr. Grant or (surprise!) a raptor. Save the dinosaur eggs from the forces of evil or just munch humans. Yawn!

OVERALL 65%

LA RUSSA BASEBALL '95

Electronic Arts for Genesis; sports, 7#12

This side-scroller lets you fly through 'cyberspace' after blasting open access portals. It's OK, but not great. If you've got nothing better to do, get a friend and rent it.

OVERALL 75%

THE LAWNMOWER MAN

Time Warner Interactive for Genesis; review, 7#10

This side-scroller lets you fly through 'cyberspace' after blasting open access portals. It's OK, but not great. If you've got nothing better to do, get a friend and rent it.

OVERALL 75%

LETHAL ENFORCERS II

Konami for Genesis; review, 7#12

This western shooter is cool, but probably just because the light gun, which is named the Justifier, is so damn accurate! Parents might want to think twice before letting their children get the idea that pointing guns at people is fun!

OVERALL 75%

THE LION KING

Virgin for SNES and Genesis; review, 7#11

Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! This game may prove to be a bit hard for kids, though. You need this game!!!

SNES 96%; GEN 94%

MADDEN NFL '95

Electronic Arts for SNES; sports, 7#11

An updated play book and improved player animation, plus the removal of passing windows make this a winner! Each team has a full 48 man roster and there's an All-Madden team included.

OVERALL 93%

MARKO

Domark for Genesis; review, 7#11

This is a cheery, little, well animated game that not only lets you defeat the evil Colonel Brown, but you get to recycle aluminum cans along the way! Excellent sound effects add to the politically correct fun!

OVERALL 80%

MAXIMUM CARNAGE

Acclaim/LJN for Genesis; review, 7#11

Basically the same game as the SNES version, with the usual letdowns. The graphics are a little flat, and the sound track doesn't sound as full. While not as cool looking as the SNES version, this game is still one tough cookie!

OVERALL 80%

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Electronic Arts for SNES; review, 7#11

The guy who thought this game up must have been kidding! MJ runs around in a nightmare landscape, killing mutants with basketballs. If this cart had more humor, it might have been better. This is OK for young Jackson fans; otherwise, shine it.

OVERALL 72%

What YOU think

I read your review for Sonic and Knuckles. You're wrong! Sonic and Knuckles should get 100% because even if you play Sonic and Knuckles alone, you have to beat the game two ways. Then you can lock on two other games and beat those!

— Brian Mears, Lima, OH

MICKEY MOUSE: GREAT MYSTERY CIRCUS

Capcom for SNES; review, 7#10

This is a game for your little brother. You don't want him playing this crappy game on your game system, believe me! Lousy controls and a total lack of replay value are just two of the low points this game has to offer. M - I - C... See ya later, you rat!

OVERALL 58%

MICKEY'S ULTIMATE CHALLENGE

Hi Tech Expressions for SNES; review, 7#8

A multi-level game that Mouseketeers of all ages can enjoy, although, considering the subject matter, it will probably be enjoyed most by the K through 3rd grade gang.

OVERALL 71%

MIGHTY MORPHIN POWER RANGERS

Sega for Genesis; review, 8#1

If you're a fan of the TV show (and what four to six year old isn't), you're really gonna love this action game. If, on the other hand, you happen to think the TV show sucks, well, you're gonna think this actionless action game sucks as well.

OVERALL 72%

MLBPA BASEBALL

Electronic Arts for SNES and Genesis; sports, 7#4, 7#8

An arcade-style cart that focuses more on action than strategy. Large characters and fluid animations are a big plus, but tough control and a lack of options hold this one back.

SNES 76%; GEN 77%

MORTAL KOMBAT II [MA-17]

Sculptured Soft for SNES, Probe for Gen.; review, 7#9

It's BAD and it's BACK! Fatalities, mayhem and blood — more blood than you can shake a spine at! (Of course, you have to rip that spine outa your opponent, first!) This plays like a horror movie!

GEN 92%; SNES 95%

MORTAL KOMBAT II

Acclaim for Game Boy, Game Gear; review, 7#9

These two handheld versions of *Mortal Kombat II* either suck or bite. It's your choice.

GAME BOY 80%; GAME GEAR 85%

MS. PAC-MAN

Namco for Game Gear; review, 7#7

Guide the familiar little pink-bowed yellow spot as she eats power pellets and avoids... well, you know. This scores big points in the nostalgia department, but it just can't compete in the modern gaming world.

OVERALL 60%

NATSUME CHAMPIONSHIP WRESTLING

Natsume for SNES; review, 7#7

It may not have been a big arcade hit, but this is still a very strong contender in the sweaty world of video-game wrestling. While there are none of the sport's trademark gimmicks, you get 12 brawlers and over 50 attacks.

OVERALL 84%

NBA ACTION STARRING DAVID ROBINSON

Sega of America for Game Gear; sports, 7#8

This game was probably thought of by an optometrist, whose services you're going to need after straining your eyes trying to control your team, particularly on defense.

OVERALL 64%

NBA LIVE '95

Electronic Arts for SNES; sports, 7#12

Electronic Arts has pulled out the old engine that drove its earlier basketball games and replaced it with a faster, smoother and more impressive model. This is like being on the court! Wow!

OVERALL 97%

NEWMAN/HAAKS INDYCAR W/NIGEL MANSELL

Acclaim for Genesis; review, 8#1

Let's face it — there are racing sims out there that are a lot better than this one, so why don't you go out and buy one of those? You'd have more fun and Nigel could get some much needed rest.

OVERALL 50%

NFL '95

Sega for Genesis; sports, 8#1

This year's installment of the gridiron classic will find a lot of fun play and some interesting roster management features, but Sega should have left well enough alone when it came to the graphics and artificial intelligence.

OVERALL 88%

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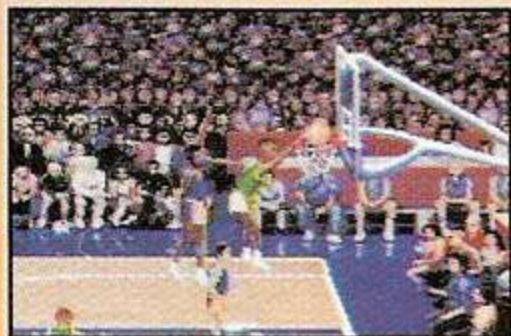
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NBA JAM

ACCLAIM FOR SNES, GENESIS AND GAME GEAR

- SNES review, 7#2
- strategy, 6#11 and 7#3



This sports cart has more action than most action games. It does everything right — and it does it with the blazing speed of an action playoff game.

SNES 91% • GEN 87% • GG 83%

NHL '95

ELECTRONIC ARTS FOR SNES

- sports, 7#11



This year's version of the hockey favorite has a better overhead perspective and new check animations that really let you feel the action!

OVERALL 95%

SHINING FORCE 2

SEGA OF AMERICA FOR GENESIS

- review, 7#8



There are more puns, neat weapons and hidden rooms to discover than before. Battle scenes still seem a bit repetitive, but, on the whole, this is a gem.

OVERALL 95%

SSF II

CAPCOM FOR SNES AND GENESIS

- review, 7#7



Four new fighters, each with their own stage, push the number of combatants to 16! Action is the same, but the extras push this one close to perfection!!!

SNES 98% • GEN 96%

NORMY'S BEACH BABE-O-RAMA

Electronic Arts for Genesis; review, 7#7

This is your average side scrolling game — Travel through time in search of hijacked beach babes. Aside from the West Coast surfing humor sprinkled throughout, there's nothing to set this apart from the pack.

OVERALL 54%

OUTRUNNERS

Data East for Genesis; review, 7#8

Out-dated poop. Ancient caca. To say anything more about this prehistoric auto-racing cart would just be a waste of our time, and yours.

OVERALL 41%

PAC MAN 2

Namco for SNES; review, 7#9

This game is too cute and you're gonna hate the way Ms. Pac Man has got Pac Man running fool's errands in this sorry return of an old classic. The controls suck and there aren't many bells and whistles. Rent it or leave it, the choice is yours!

OVERALL 61%

• PANIC

Data East for Sega CD; review, 8#1

This isn't so much of a game as it is an exercise in button pushing. You push a button and something weird happens. You might even win the game. This looks like it was designed by people on drugs for people on drugs!

OVERALL 82%

• PGA GOLF TOUR II

Time Warner for Game Gear; sports, 8#1

While the small screen makes the greens kinda hard to read and the screen redraw time may be a bit much, this game will satisfy those who just have to shoot 18 holes on their commute or lunch hour.

OVERALL 74%

• PGA GOLF TOUR III

Electronic Arts for Genesis; sports, 8#1

Tee off with Fuzzy Zoeller, Tom Kite or any one of eight other pros on eight of the hottest courses in America. This game features simple controls, great graphics and bells and whistles. Call the club and cancel your game. This is what you need!

OVERALL 86%

PITFALL: THE MAYAN ADVENTURES

Activision for SNES and Genesis; review, 7#12

Just about anyone who played video games back in the dim, dark past remembers the original Pitfall game. Well, that game is back as a secret level in this remake that doesn't really add much except better graphics and backgrounds.

GEN 77% • SNES 78%

POKER PAUL'S BLACKJACK

Sega of America for Game Gear; review, 7#7

Weak graphics, poor sound, and lack of invention means there's no goal to reach except compiling a whole bunch of cash. Yawn.

OVERALL 58%

POKER PAUL'S POKER CHALLENGE

Sega of America for Game Gear; review, 7#7

Choose from Video Poker or Five-Card Stud to try to win some serious moola. Graphics are deplorable, and only card addicts will want to play.

OVERALL 59%

What YOU think

You were way off with Virtual Bart. Maybe your reviewer was a little too old for this game. I think younger kids like this game more than adults. It deserved at least a 78%. Except for the pig stage, the game was fun.

— David Wells, Altus, OK

R.B.I. '94

Time Warner for Game Gear; sports, 7#12

There may be a baseball strike, but now you can squeeze in nine innings whenever you feel like it. There are a few control problems, like players picking off their own teammate's throws to home plate, but this is a good travelling game.

OVERALL 72%

REBEL ASSAULT

JVC for Sega CD; review, 7#8

A big, beautiful eyeful of computer-rendered 3-D graphics, digitized footage from the Star Wars films, and computer-rendered human actors make this a must-have for fans of the Lucas trilogy. A poor control interface means this is a graphics showcase.

OVERALL 72%

RED ZONE

Time Warner Interactive for Genesis; review, 7#12

Those pesky Commies are at it again and it's up to you to save the world. But it's not as easy as it appears, since flying your attack helicopter is hampered by an overhead game view and poor game graphics. It is a challenge to beat this game.

OVERALL 80%

REVENGERS OF VENGEANCE

Absolute for Sega CD; review, 7#7

This one is split into three play modes, each serving up a beat-'em-up with a different twist. Characters are impressive, ranging from a giant rhino-man to a fully armored weapons-master. But strip away the flash, and it's still just a fighting game.

OVERALL 69%

ROBO TREK

Enix for SNES; review, 7#12

An RPG with an interesting twist — you must construct androids and robots to do battle with the evil 'Hackers', who have taken over your planet! Save the world and learn sound construction principles in this nifty game!

OVERALL 83%

ROCKO'S MODERN LIFE

Viacom for SNES; review, 7#8

Cable TV finally does something right for a change! While the majority of the game is spent trying to keep Rocko's pet from self-destructing, this cart is certainly no dog! The only downside is that the game might be too tough for younger players.

OVERALL 89%

R-TYPE III: THE THIRD LIGHTNING

Jaleco for SNES; review, 7#9

Mindless entertainment. You might say that, but this is one of the most excellent shooters to come down the pike in a long time! The levels are fiendish, and most of the bosses are huge and very nasty. Forget your brain and get that finger twitchin'!!!

OVERALL 83%

SAMURAI SHODOWN

Takara for SNES; review, 7#12

The Neo-Geo hit makes it to the SNES in pretty much one piece, with all of its blade-wielding action intact. Superb graphics, control and music combine to make this an excellent change-of-pace fighting game.

OVERALL 85%

SATURDAY NIGHT SLAM MASTERS

Capcom for SNES; review, 7#7

While this has been tailored so it vaguely resembles pro wrestling, the fighting is closer to Street Fighter, with wild, unrealistic attacks — many of which share the same button combinations as SF moves.

OVERALL 85%

SCRATCH GOLF

Vic Tokai for Game Gear; sports, 7#8

A fast and fun cart for folks who want to get in a quick 18 during their lunch break. A unique overhead perspective and some snappy music doesn't help the hit or miss stroke adjustment controls, however.

OVERALL 76%

SHAQ FU

Electronic Arts for SNES; review, 7#11

With characters smaller than usual and moves that can be a pain to pull off, this isn't really all that great. The designers insisted on superb animation, and they got it, but that's all they got. Unless you're a real Shaq fan, this just ain't happening.

OVERALL 77%

SHINING FORCE

Sega of America for Game Gear; review, 7#10

This is a whole new game in the series and, to top it all off, you can play in your hands anywhere you want! The Sword of Hajya has been stolen. Can you get it back? Get this game. It's got what it takes!

OVERALL 91%

SIDE POCKET

Data East for Game Gear; review, 7#7

Nine Ball is the only common version of pool found in this simulation, which is rounded out with a unique game called Pocket and some trick shots. Lack of extras keep this one from sinking the competition.

OVERALL 62%

SUPER METROID
NINTENDO OF AMERICA
FOR SNES
● review, 7#5
● strategy, 7#6



Easily one of the best action-adventures ever. Really! Six massive zones and tons of hidden extras combine with smooth game play and state-of-the-art graphics.

OVERALL 97%

SONIC CD
SEGA OF AMERICA FOR
SEGA CD
● strategy, 6#11 and 7#1



The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

OVERALL 91%

THE LION KING
VIRGIN FOR SNES AND
GENESIS
● review, 7#11



Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! You need to go get this game!!!

SNES 96% • GEN 90%

WILDSNAKE
Bullet proof for SNES
● review, 7#4



This puzzler has you lining up falling snakes so they consume the snakes on which they land. Every time a snake is eaten, the others wriggle into the space.

OVERALL 93%

• SNATCHER
Konami for Sega CD; review, 8#1
A very gritty, adult graphic adventure that is sometimes hampered by a cutesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it!

OVERALL 80%

SKULLKEEP: DUNGEON MASTER II
JVC for Sega CD; review, 7#9
A huge RPG with lots of puzzles and many, many monsters to kill. The control's the thing, though. The controls they give you in this game render you pretty much ineffective. The graphics aren't all that hot, either. This one's a coin toss.

OVERALL 74%

SONIC & KNUCKLES
Sega of America for Genesis; review, 7#11
This breaks new ground with its 'backward compatibility'. Play the game as Sonic or Knuckles and then, play Sonic 2 or 3 as Knuckles! Beautiful backgrounds and smooth animation make it a winner!

OVERALL 95%

SOS
Vic Tokai for SNES; review, 7#6
In this imaginative adventure game, you're practically a cast member in *The Poseidon Adventure*. Part action and part puzzler, the challenge here is to find your way out of the ship as well as rescue other survivors.

OVERALL 75%

SPACE ACE
Absolute for SNES; review, 7#6
Awesome graphics abound, but the levels in this action game are short, and there's not much to do to get through them.

OVERALL 72%

SPARKSTER
Konami for SNES and Genesis; review 7#10, 7#11
The little Sonic-like guy is back for his second adventure, complete with a new haircut and an 'attitude'. If you were a big fan of the *Rocket Knight Adventures*, then you're gonna love this!

SNES 93% • GEN 94%

SPIDER-MAN VENOM MAXIMUM CARNAGE
Acclaim for SNES; review, 7#8
A comic book that you can play! While the backgrounds tend to be a bit flat, the action is fast and furious, and the sound track by Green Jelly (*Little Pig, Little Pig*) is to die for!

OVERALL 80%

SPORTS ILLUSTRATED FOR KIDS: THE ULTIMATE TRIPLEDARE
Malibu for Game Boy; sports, 7#7
Skateboarding, snow-boarding, and mountain biking are all included, but tough events and poor control make this nearly impossible for the young market the game is intended for.

OVERALL 45%

SPORTS ILLUSTRATED GOLF CLASSIC
Malibu for Game Boy; sports, 7#12
Imagine that you're a golfer out on the links and it's time for a real difficult 30 foot putt. Just before you swing the putter, you tie a thick black blindfold over your eyes, then you putt. Well, this game is kinda like that! Leave it in the clubhouse.

OVERALL 37%

What YOU think
I think that in the Mortal Kombat II ratings, you should have given Sega a lower rating than you gave it. The SNES version is close to the arcade version. The music in the Genesis version is very twangy. The only thing that's good on the Sega is the control.
— Aaron Minor, Fairfax, VT

STARBLADE
Namco for Sega CD; review, 7#9
You're in this spaceship and you have no way of controlling who you want to fight. Strike one. Your enemy's budget is so poor that a lot of their ships are just wire frame. Strike two. Finally, this war for the universe only has two levels. Strike three!

OVERALL 70%

• STAR FLEET ACADEMY
Interplay for SNES; review, 7#12
You become a cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The graphics aren't all that hot and the classic missions don't really affect the game outcome at all.

OVERALL 75%

STAR TREK: THE NEXT GENERATION — ECHOES FROM THE PAST
Sega of America for Genesis; review, 7#7
As commander-in-chief of the entire Star Trek universe, you're granted control of almost every conceivable option on the Enterprise, from mixing it up with Romulans to reading a computer essay on warp-field operations.

OVERALL 81%

STREETS OF RAGE 3 [MA-13]
Sega of America for Genesis; review, 7#7
If you've never taken Axel for a spin and want to give it a shot, this is the one to try. You can't go wrong if you're already a fan. If there's one flaw, it's that you've seen all this has to offer in previous outings.

OVERALL 90%

STUNT RACE FX
Nintendo of America for SNES; review, 7#10
A good-looking, fast-moving racing game that will take time learning how to control. All the practice will be worth it, when you get to race those tracks behind the wheel of an 18-wheeler! Burn rubber!!!

OVERALL 90%

STREET RACER
Ubi Soft for SNES; review, 7#11
Take your choice of any one of eight racers and go for it. Whether you're racing, playing auto soccer, or just engaging in a little automotive street fight, this is one car that works better when played in the multi-player mode.

OVERALL 73%

SUPER ADVENTURE ISLAND II
Hudson Soft for SNES; review, 7#6
As in the previous games, you still run from left to right bashing little creatures. But this time around Master Higgins takes part in a non-linear RPG frantically searching island paradises for his missing wife.

OVERALL 84%

SUPER BOMBERMAN II
Nintendo of America for SNES; review, 7#9
If you like big explosions, lots of levels, and the idea of being able to blow three of your friends up, then this is the game for you! The simplicity of play, coupled with eye-popping graphics, makes this a must have! Get this now, and have a blast!

OVERALL 86%

• SUPER PUNCH OUT!!
Nintendo for SNES; review, 8#1
This sequel to the amazingly popular *Punch Out* has some new characters, but it's the large, colorful characters and easy controls that make this game a winner. So grab this game and head for the gym!

OVERALL 90%

SUPER RETURN OF THE JEDI
JVC for SNES; review, 7#11
This final installment of the *Super Star Wars* trilogy is the best of the lot. Great artwork and some nifty Mode 7 sections round out a top game. However, this still isn't the great game it should have been. May the Force be with you!

OVERALL 78%

SUPER STREET FIGHTER II
Capcom for SNES and Genesis; review, 7#7
Four new fighters — Cammy, Fei Long, Dee Jay, and Thunder Hawk, each with their own stage, push the number of characters to 16! Action is the same, but the extras push this one close to perfection.

SNES 98% • GEN 96%

• SYNDICATE
Electronic Arts for Genesis; review, 8#1
Gangsters take over the world of the future and duke it out with hit squads in this futuristic action/strategy game. The overall challenge is difficult, but mainly because the game is hard to control. Kinda like playing with toy soldiers!

OVERALL 78%

TAZ IN ESCAPE FROM MARS
Sega of America for Genesis; review, 7#10
This isn't so much a game as it is a real Warner Brothers cartoon that you can control. The Taz is back and eating everything in his path to escape from Marvin the Martian. All fans of cartoons everywhere should have this game!

OVERALL 85%

WORLD SERIES BASEBALL

SEGA OF AMERICA FOR GENESIS

- Game Gear sports, 7#4
- Genesis sports 7#5



All the real players and logos are here. The hits, throws, and runners all bring an excitement to the game that's often missing from the actual sport.

GG 80% • GEN 90%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
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TAZMANIA

Sunsoft for Game Boy; review, 7#9

A kinder, gentler Taz spins his way down the tubes with this so-so effort. This ain't no Warner Brother's devil. Use this game for a Frisbee or for mindless entertainment on road trips with the family. Otherwise, just forget it!

OVERALL 69%

TECMO SUPER BASEBALL

Tecmo for SNES; sports, 7#10

Now that baseball is on strike, I feel great! If you're a baseball fan, however, you should check this game out! It's just like being at the game!

OVERALL 93%

• THE ADVENTURES OF BATMAN AND ROBIN

Konami for SNES; review, 7#12

An excellent translation of a cartoon series to the game screen! This game is just like being in control of the TV hero. The only drawback is that the characters move a bit slow, due to the extremely fluid animation.

OVERALL 80%

TIME TRAX

THQ for Genesis; review, 7#7

You'd think the show *Time Trax* was tailor-made for a game, but the outcome is only average. The levels in this action game look wonderful, but they're way too short.

OVERALL 67%

TINY TOONS ADVENTURES; ACME ALL-STARS

Konami for Genesis; review, 7#11

Real nice animation and real cute characters are a definite plus for this game. Hard to manage controls and a repetitious sound track are definitely minuses. The game is entertaining, however. Spielberg fans will like it.

OVERALL 73%

TROY AIKMAN NFL FOOTBALL

Williams Enterprises for SNES and Gen.; sports, 7#9, 7#10

If the Dallas Cowboys played like this game does, they wouldn't have two Super Bowl rings. Poor graphics and choppy animation guarantee this entry a place in the basement of any league.

SNES 73%; GEN 77%

THE TWISTED TALES OF SPIKE McFANG

Bullet-Proof for SNES; review, 7#6; strategy, 7#7

A busy young vampire prince stars in this tongue-in-cheek RPG/action game. Controls are simple to learn, but the game's never too easy. Bosses are impressive, each with new weapons and attack patterns.

OVERALL 85%

URBAN STRIKE

Electronic Arts for Genesis; review, 7#10

Once again, a crazy is threatening the U.S. and logically, the President sends in a single helicopter pilot to deal with the problem. Kill millions of screaming enemy soldiers, and blow up stuff real good. Oh yeah, get healed by Elvis in Vegas, too!

OVERALL 83%

VAV

Working Designs for Sega CD; review, 7#8

Here's another big RPG that is long on humor, contemporary cultural references, and weird plot twists, but short on battle screens and character differentiation. It is fun, however!

OVERALL 76%

VIRTUAL BART

Acclaim for Genesis; review, 7#12

The only virtual thing about this game is that it virtually isn't much good! The graphics are substandard, the music is bland, and the controls, while laid out well, aren't very precise. On the whole, this game virtually stinks!

OVERALL 51%

VORTEX

Electro Brain for SNES; review, 7#11

Morph between four different robots and blast polygon monsters in a polygon landscape. While this game doesn't even come close to virtual reality, it does have a lot of solid gameplay. This one should be rented before you buy it.

OVERALL 74%

X-MEN: MUTANT APOCALYPSE

Capcom for SNES; review, 7#12

Lots of fist-pounding action and big, mean, colorful bosses will keep fans of the X-Men enthralled for a long time. The only drawbacks are stiff animation, thin music, and short levels. Still, this is one game that delivers a thrill!

OVERALL 80%

WING COMMANDER

Electronic Arts for Sega CD; review, 7#7

This is more than just a flight sim — it not only follows a script, but the story is different depending on how well you fly as well. All your wing men talk to you, and you even get to attend their funerals if they don't make it through a mission.

OVERALL 82%

WIZARDRY V: HEART OF THE MAELSTROM

Capcom for SNES; review, 7#7

This is for avid AD&D fans who get bored with pretty RPGs and who long for the days of endless campaigns in dark musty dungeons. You get solid adventure that leaves you screaming and tearing out your hair for days on end.

OVERALL 70%

• WOLVERINE: ADAMANTIUM RAGE

Sega of America for Genesis; review, 8#1

Fans of the X-Men are really gonna flip out when they get their mutant hands, claws, flippers or whatever on this game! Smooth animation, fantastic backgrounds and killer sound effects make this one a winner!

OVERALL 85%

WORLD CHAMPION SOCCER II

Sega of America for Genesis; sports, 7#8

Now that the World Cup has come to the U.S., younger gamers might find this cart to be the perfect tool for vicarious participation in the world's most popular sport. Experienced gamers find it a bit boring, however.

OVERALL 74%

WORLD CUP USA '94

U.S. Gold for SNES; sports, 7#7

This is packed with options and tries to adapt itself to a variety of skill levels. The most important part of the game — the actual game play — unfortunately takes a back seat to bells and whistles.

OVERALL 70%

WORLD HEROES 2

Takara for SNES; review, 7#8

Not your average, run-of-the-mill fighting game! This cart could give *MK II* and *SSFII* a run for their money. This is definitely an addictive game!

OVERALL 85%

WWF KING OF THE RING

LJN for NES; review, 7#7

Yeah, it's a basic fighting game — but it's a good one. You won't find any new or exciting moves here, but you've got all the staples of gratuitous violence readily available. All in all, a solid effort.

OVERALL 68%

• YOGI BEAR

GameTek for SNES; review, 8#1

Yogi runs, jumps, collects stuff and bends over in this very boring game that was rendered gutless due to licensing restrictions placed on the developer by Hanna-Barbera. If you're a little kid, you might, repeat, *might* like this.

OVERALL 64%

ZERO THE KAMIKAZE SQUIRREL

Sunsoft for Genesis; review, 7#12

Here's another spinoff involving a minor character from another game. The plucky squirrel (no, his name isn't Rocky) from *Aero the Acro-Bat* is zooming and booming in his very own first adventure. Fly the friendly skies, er... squirrel!

OVERALL 82%

What YOU think

I own the first two Star Wars games. I then saw Mike's rating for Super Return of the Jedi. He rated it 78%. That rating stinks! I waited for this game for months and I finally got to play it. It is awesome. Better than Mortal Kombat II.

— Sylvain Parisien, Ontario, Canada

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players*; 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

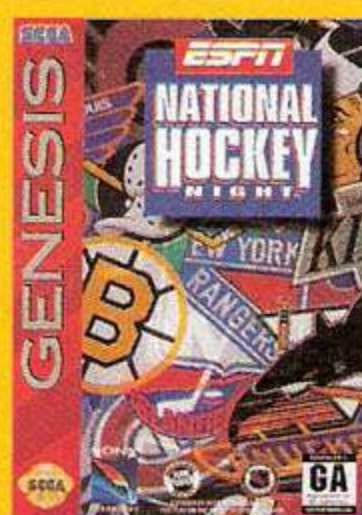
- denotes games reviewed last month



'KASUMI NINJA' Beating your opponent means sharpening your fighting techniques & acquiring secret items that help you through a 3D labyrinth. Offers death moves and enough blood to make a surgeon hurl. **JAGUAR \$59**



'RISE OF THE ROBOTS' As an experimental cyborg, your dexterity and survival skills will be put to the test. Offers an array of monstrosities & unique AI programming for each enemy. **\$62**



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'GEX' It's GEX's mouth that gets him into trouble, but it's his tail that gets him out. GEX gets stuck in the Media Dimension, where TV shows go to retire. GEX loves his suction cup paws and the fact that his key body parts grow back. **3DO \$52**



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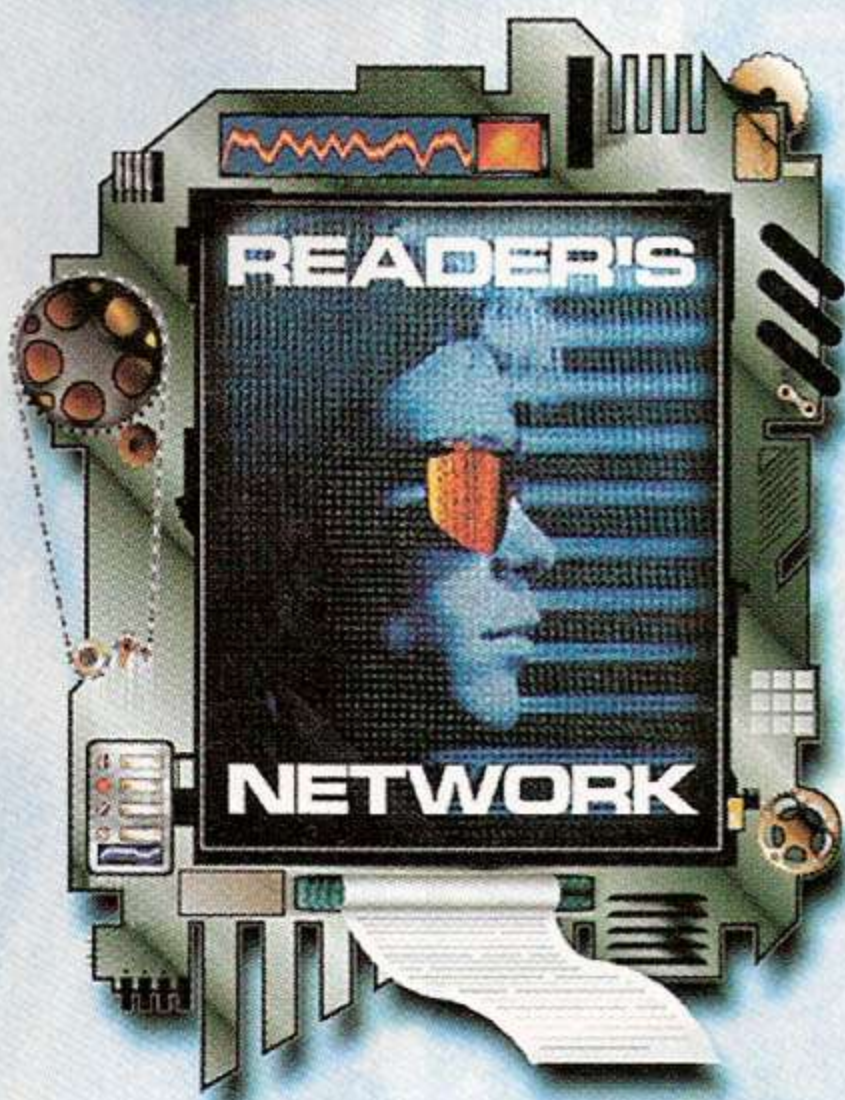
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Back again with more juicy letters than ever before. You guys are really pulling out all the stops to turn this section into the most controversial letters pages in the universe!



HAIL... AND FAREWELL

During the last couple of years, everyone's interest in the video game scene has flagged a little. We've seen the same old games but with different sprites. Now that's all changing and the possibilities for new and exhilarating types of games are enormous. Who knows what we'll be playing come this time next year! And what do I do? I go and leave the magazine just as things get really hot. This month the main topic is all the new hardware. We've been hearing all about Sega, Nintendo and Sony's plans for almost a year now. Ultra 64, Saturn, Playstation — it's great stuff and even though I'm not gonna be working on *Game Players* any longer, you can bet I'll be following what's going on — who

wouldn't? You guys are luckier than ever right now, so sit back and enjoy the next generation of hardware. The future is here. Take care and enjoy!

And don't forget to drop Cap'n Chris Slate a line. He's always ready to address the questions and opinions of today's gamers. He can be reached at the same address as before:

Reader's Network; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010.

Thanks again for all your letters we've received during my stand as Editor of what I think of as the world's best video game magazine. I will miss each and every one of you very much! See Ya!!!

Mark

MOVIES, GAMES, VIDEOS

I think they shouldn't even try to make a movie out of *Street Fighter*. You remember *Super Mario* — the movie? It flopped and I think *Street Fighter* — *The Movie* will go the same way — they should leave video games alone.

Jonathon Cape
Circle Pines, MN

MARK:

At the time of writing, we still haven't seen the completed movie. We'll bring you our opinion as soon as we get to see it on the big screen. Good or bad, you can bet all of us will be lining up to see it.

RATING WARS

I think the rating system for Sega and SNES games is unfair. If kids wanted to see something disgusting they would go rent an R rated movie. Some games containing graphic violence aren't even rated which makes it easy for a kid to rent or buy. But some games like *Brutal: Paws of Fury* and *Mortal Kombat* look like fun games to play but you're not even allowed to buy them. If anyone thinks we'll try to freeze people and rip their heads off, they're totally wrong. It is just fun. The blood is only a minor part of the game but it gives the game the flavor.

Alex Underwood,
Elmhurst, IL

MARK: It may be that some people feel that the interactive part of the game might tend to desensitize the young people playing towards the violence in the real world. Movies may do the same thing, but in a passive way. You watch, but you don't rip heads off.

THE BURNING QUESTION



We asked you
"With next generation systems like Ultra 64, Saturn,

and PS-X not even a year away, where does that leave 32X? Do you plan to buy it or will you wait for the more powerful systems?"

Sega is really annoying me. First of all, there have been two Genesis and two Sega CDs. Now there is the 32X and the Saturn's coming, too. Plus, the Jupiter, a cart-only Saturn is coming also. Now there are rumors of the Super Genesis, a Genesis with the 32X hardware built-in. Do I buy the 32X now, or do I wait for the Super Genesis or skip those and wait for the Saturn? If I wait for the Saturn, do I save some bucks and buy Jupiter, only to later ask myself if I really want the Jupiter CD? Do I stick with the Game Gear or buy Venus? Do I buy the Sega CD and if I do will Sega continue to support it with all these other systems they're releasing? Sega is really going all out to confuse the hell out of us!

Joe Moore
San Diego, CA

MARK: At this time, the Jupiter appears to have been dropped. The Saturn's cartridge port isn't going to be used to play games, only to allow you to save games and provide other extensions. As for the other hardware, that could still be a long way off and may actually not happen at all. The Venus is a 16-bit handheld machine that's still in development. All this talk of new hardware can be somewhat confusing, but it's reviving a lot of interest in new systems.

It's been five years since the Genesis and two years since the Sega CD, which has falsely been called a dinosaur. I think it's about time Sega went 32-bit. And I am so glad they no longer need to hear any dumb 64-color jokes. People should give credit where credit is due. At the moment Sega and *DKC* are where it's at.

Dave Wilcox
Westport, CT



MARK: Admittedly Sega is the only company to get a 32-bit machine onto the shelves in time for the Christmas shopping season. But don't forget about machines like 3DO and the Jaguar, either.

I was looking forward to the release of the 32X, but I have recently decided to wait for the Ultra 64. I reserved the 32X unit at my favorite software store and when I got into a conversation with one of the store employees, some serious information came to my attention. This employee said that her boss had seen a demonstration of the unit and that the graphics were good, but the color was poor. The employee said that they were expecting to sell a lot of 32X's but were also expecting to get many of them returned.

Brendan Foley
Shrewsbury, MA

MARK: I doubt very much that many will get returned to retailers, since it appears that the 32X game library is growing with new and exciting titles nearly every day. I also find it hard to understand why a retailer would talk you out of buying a 32X.

Think about it, Ultra 64, Sony Playstation, 3DO 2, and Sega Saturn are just around the holiday corner so why buy 32X? Why pay \$100+ for an add-on that's going to be obsolete in less than a year? I think waiting for the better systems is worth it for players who aren't billionaires.

Jason Connor
Harvest, AL.

The 32X sounds like a great system, but is it going to be a great system in a few months? I've been to a couple of stores asking when the 32X is coming out — in one store

the sales person told me that he wouldn't even bother buying the 32X because the Saturn was coming out sometime next year.

Jose Maldonado, Jr.
Passaic, NJ.

Why didn't Sega make the 32X and Saturn games compatible with each other?

Bobby H Henke
Dayton, MN.

MARK: Sega has announced that it is trying to make 32X games compatible with the US version of Saturn.

I will definitely not buy the 32X! I don't think that the games are revolutionary. I was supposed to be "Welcomed to the next level" with the Sega CD, and this peripheral added nothing to the Genesis except for annoying access time and an extra \$250. My feeling is

that Sega will do the same with 32X. Most people don't have the money to go out and buy more than one game system. Nintendo is the smart one here. Look at DKC, this game is incredible on the SNES, and there was no need for an add-on that costs \$150. As for the games that I've seen, none of them look that good, and there are very few of them. I'm waiting for the Saturn and Ultra 64.

Scott Styczynsky
Naperville, IL.

MARK: We offered Sega the chance to contribute to this month's Burning Question about the 32X but it chose not to comment. Sega insists that it'll continue to support the 32X for the next four years and the number of titles that have been announced for 32X seems to support that. Sega promises that 75 third party games will be released by the end of '95. Sega says that the system is selling like crazy.

THE PEN PAL CONNECTION

I'm a 22 year old male interested in corresponding with someone who likes video games.

Scott Pianka
5706 Jerry Rd.
Marcy, NY 13403

Sixteen year old guy with an SNES and 3DO looking for someone to talk about these and other things.

Eric Ehmann
703 Dorr Ave.
Rhineland, WI 54501

I'm 20 years old and I like to talk about the new technology in games.

Joe Zenkus
788 Indiana Lane
Elk Grove, IL 60007

I'm a fifteen year old student interested in video games, computers, and science fiction. If you're interested, drop me a line.

George Marko
Box 569
Brudheim, AB, Canada
T0B 0S0

I'm a huge Trekker and would like a pen pal that loves Trek. I think Q is cool.

Majken Gadousa
48 Second St.
Swanton, VT 05488

I'm fifteen years old and a sophomore in high school. I own a SNES and would like a pen pal to exchange codes and tips with.

Eddie Smith
16 Seaview Ave.
Jersey City, NJ 07305

I am a twenty year old male. I love RPGs. I would like to talk to anyone with similar interests.

Bob Coughlin
618 W. Broad St.
Horseheads, NY 14845

I'm a fourteen year old boy who'd like to talk to a girl, thirteen to sixteen years old. I love RPGs!

Chris Younker
6137 Marguerite St.
Vancouver, BC, Canada
V6M 3L2

I'm twenty and I'm a hardcore gamer. Write to me.

Jamie M. Sanders
9995 Henry Road
Morrison, IL 61270-9007

SEX, LIES, AND CD

Will we adult gamers ever see games similar to PC CD-ROM games with an erotic twist such as *Virtual Vixens*, *Nightwatch* and *Scissors 'N' Stones*... or will the strict ratings keep us from that future? If only one or more of today's current CD-ROM gaming systems could read the PC CD-ROMS. What is the future of adult-oriented games and I mean real Adult-Oriented?

Special K

MARK: With a ratings system in place, it's certainly feasible that more adult-oriented games may make it onto the shelves. However, don't forget that the main audience for video games is still relatively young and game publishers will continue to make games for the mass market. After all the fuss about NightTrap, can you imagine how much of a stink the sort of games you want to see, would cause? Curiously, you didn't sign your name. I figure you're either afraid the religious right might track you down and make you go to bible class or you don't want to be associated with these types of games —

doesn't that say something about the market these games would be targeting? Or is it that you just like collecting video games that come wrapped up in a plain, brown wrapper?



KEEP IN TOUCH

If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas, tips or gripes, you've come to the right place! Write to the following addresses:

For Game Ideas, write to:

Game Ideas;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

To get into the Pen Pal section, write to:

Pen Pals;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

For general Network letters, write to:

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Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010



GAME IDEA

BODY LANGUAGE

My game is called *Maximum Cartilage*. You would fight inside a human body. You could finish your opponent off by making the body throw up or sneeze or other stuff that I probably can't say. If time expires, the person drinks a glass of acid and you melt. Excuse me, I have to go to the bathroom.

John Szasz
Washington, MI

BILL: This is your special finishing move, right? Does the game say 'Flush Him' instead of 'Finish Him'?

BLAST FROM THE PAST

If I could make my own video game, it would be called *Change of the Past*. You would be able to get into the past and change special events. Like what if Hitler and the Nazis won and took over the world? Or what if John Kennedy didn't get shot and you were the Secret Service

agent that stopped the gunman before he could shoot the President? This would be great for history freaks! Here's one game where if you didn't like the past, you could change it with a push of a button!

Jonathan Marra
Island Park, NY

BILL: This is great! Personally, I'd like to see what would have happened if I could have been one of the Three Stooges!

He's a Winner!

Eric Andres wins a Mystery Prize. Next month we're offering another Mystery Prize to the winner so get your ideas in now (and remember to include the system you own).



GAME IDEA OF THE MONTH

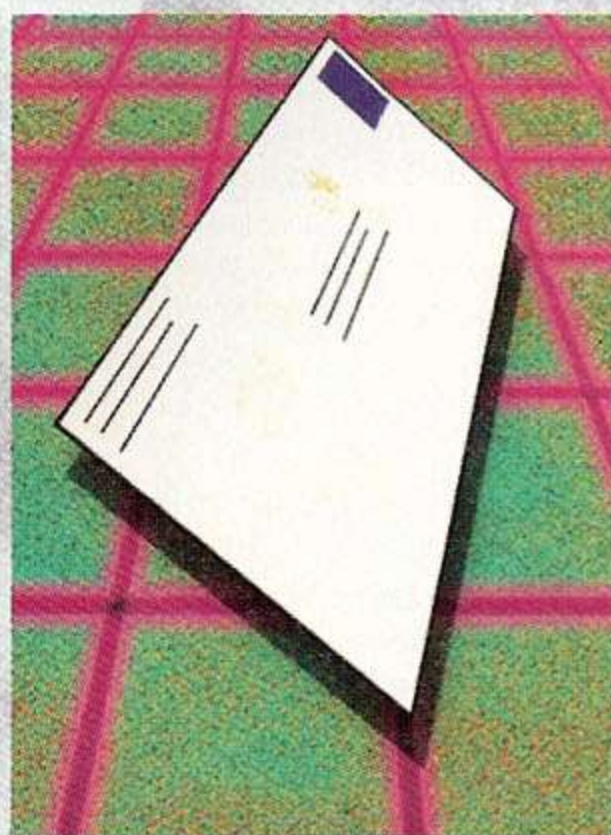
TILL DEATH DO US PART

Marital Combat — the game that makes *Mortal Kombat* look

like a Red Cross blood drive. Take on Roseanne vs. Tom, Woody and Mia or Liz against Richard. Do you have what it takes or will you get beat up, Chuck and Di? Fatalities galore — but forget about anything like Friendship. Finishing moves include Settlements, Palimony and the dreaded Humiliation.

Eric Andres
Sellersburg, IN

BILL: It's game ideas like this that make me very, very glad that I'm single! Are you divorced, Eric?



PUSHING THE ENVELOPE

They weren't sure if Bill Donohue had been looking at reader art again or merely having another flashback, because all he could say was 'Wow, man! Look at all the colors! Far Out!'



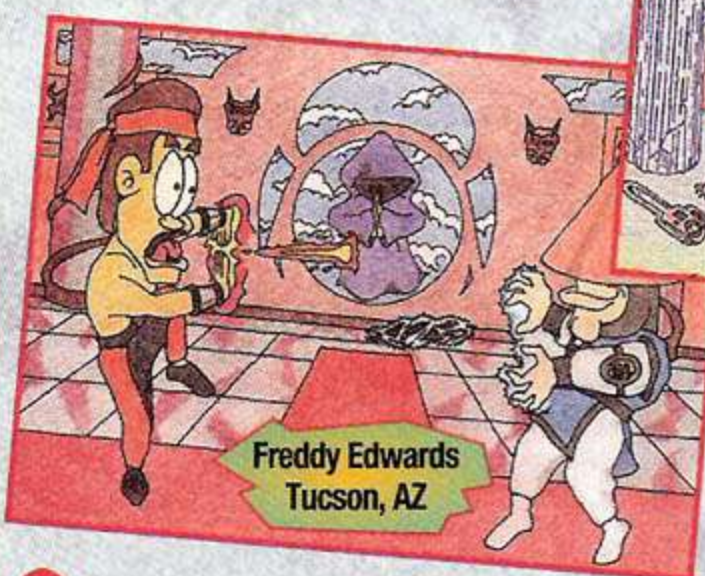
Hello again! We've got some killer stuff to check out this month and we'll get right to that after a few pointers that I think will make this page the best in the mag. First, I'm only gonna print color pictures. Black and white just doesn't cut it. Second, try to make your pictures tell a story, hopefully a funny one. Don't just draw your favorite

game star standing still; it's kinda boring. Finally, if you feel that you've got a real cool caption for your picture, please don't draw it on the picture; include it on the back of your work. I like writing the captions, but maybe yours is better. Now, let's check out some radical art, OK?

WINNER

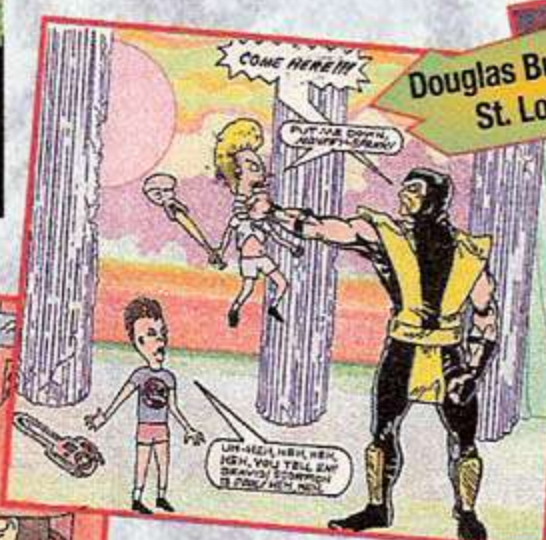
The bird heard the screams just seconds before the collision.

Brad Harris, Houston, TX



Freddy Edwards
Tucson, AZ

↑ "My class offers both high impact and low impact aerobics!"



Douglas Buchanan,
St. Louis, MO

↑ The new principal believed in very strict detention periods.

"I got the beer! Where's the babes?"



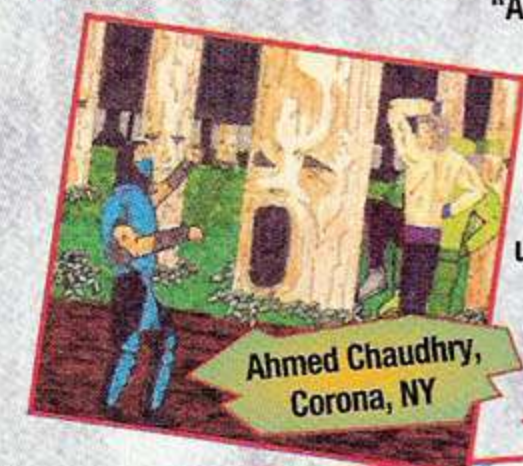
Lee Pfenniger,
Garden City Park, NY

"And in business news, Nintendo caught Sega off guard!"



Dennis Mengelt,
Loves Park, IL

← "No! Not the dreaded stinky underarm fatality!!!"



Ahmed Chaudhry,
Corona, NY

Tyler Robinson,
Ontario, Canada



↑ No one was sure if the sun was setting... or if the mermaid had beans for lunch. Either way, she was smiling.



← "Quick, pass the Roloids! Hurry up, it's... Aaaaaaargh!"

Justin Kim,
San Bruno, CA



Jeff Rivera,
Williamstown, NJ

"It's my turn to chop the veggies! You wait on the tables!"

The bear had won the raffle and got to eat the little jungle boy.

Dawn Dura,
Brighton, MI



HEAR YE, HEAR YE!

Brad Harris is killer artist of the month! Next month could be your shot at the Big Time! Send your art to :

**Pushing The Envelope;
1350 Old Bayshore Highway;
Suite 210;
Burlingame, CA 94010**

The ten best will be put in the Louvre. Please include your name, address, age and the type of gaming system you own on the back of your work. Every month, one lucky artist will receive a 'Mystery Prize'.

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BACK TALK

Tremendous things are happening for all of us here at Game Players! And they're happening at such a fantastic pace, that we don't have any time left over to breathe! Whew!

FOURTH AND GOAL

Alright, guys, huddle up. The *Game Players* team ain't been beat in the Playoffs yet and we're not about to start now! So huddle up.

On first down, we're gonna go with our power play — we've got our hands on the Sony Playstation and the Saturn, and a bunch of games for 'em, so let's take this first play right up the middle. They'll never know what hit 'em with all the power we got up front!

On second down, we're gonna try a little slant pattern over the middle. Our reviewers are gonna give you the slant on *Jurassic Park — The Chaos Continues*, *Fatal Fury Special Edition* and *Samurai Shodown*. And when we can break a man deep into the secondary, we'll go long with reviews of *Motocross Championship* and *Metal Head* — both for the 32X.

ADIOS, AMIGO!

Here's the second issue of the New Year and already things are being turned upside down! As you probably know by now, our esteemed colleague, Mark, will be leaving California's sunny clime as he returns to Merry Olde England. He will be missed! And, as you also probably know already, Cap'n Chris Slate will be taking command with the very next issue. There's already talk of seeing Chris sitting in the Editor's chair late at night, rolling ball bearings in his hand and muttering something about strawberries.

So take it easy, Mark. We'll try to struggle on without you. It won't be easy. (Besides, there's no one else on the staff who takes off all their clothes and starts disco dancing at the drop of a hat! We told ya we'd sneak this in somewhere! Ha, ha, ha!)



When we get to third and long, we've got to come up with a special strategy — something that'll really juke 'em right out of their socks. So how about these strategies — *Eternal Champions CD*, *Ristar*, Part Two of our *Super Punch-Out!!* strategy and a special sports strategy section, featuring *NHL '95*. This should get us down deep in the red zone, ready to score.

Fourth and goal. Their line is beat up, and their linebackers are so mixed-up, they're tackling each other! Let's go for the win — with our extensive coverage of the January CES! We'll send our best receivers downfield in a crossing pattern that will beat any other team's coverage.

Alright, you guys all know what to do! Let's break and score that winning touchdown with the *Game Players* team. We will rock you!!!

WIN A GAME!



We're getting tired of all this 'Hard but...' stuff, so now we're gonna name this contest February's Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to: February's Scrambled Mess, *Game Players*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the box on Friday, February 17th, wins. Remember to include the system you own. All the usual rules apply. The winner of our October *Hard but Easy* Contest was Devin Fujicka, of Honolulu, HI. He correctly identified the scrambled picture as a screen shot from *Dynamite Headdy*. His Mystery Game will be arriving in Hawaii very soon.

ANYONE FOR HOOPS?

The time has finally come to unveil the lucky winners of the 'Win Shaq's Basketball' contest, which ran in our November issue. It was with a shaking hand (we just had our Christmas party and it was a blow-out! We'd tell you more, but we haven't seen the police report yet.) that one very lucky winner and ten runners-up were drawn from the bulging box of contest mail that we'd received. The very lucky winner of Shaq's basketball was **Billy Thompson**, of **Wilmington, DE**. He correctly gave us the right answers to our quiz. The ten runners-up are **Virginia Marcotte** of **Ironton, MO**, **Mark Hodgkins** of **Derry, NH**, **Fred Millman** of **Danvers, MA**, **Jane Abo** of **Cherry Hill, NJ**, **Greg Davies** of **Louisville, CO**, **Eddie Sparks**, of **Brooklyn, NY**, **Kenny Dickinson** of **Chandler, AZ**, **Katie Beck** of **Homosassa, FL**, **Peter Shinn** of **Eugene, OR**, and **Helen Pragus**, of **Wyoming, PA**. The correct answers to the quiz were 1) Nick Nolte, 2) None, 3) Chris Jackson, who now goes by the name Mahmoud Abdul-Rauf.



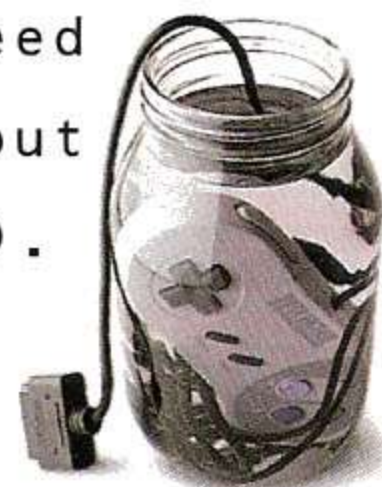
OK class, the answer is:

**Dr. Mario® and Tetris® are together
on one brain-frying cartridge.**



That is correct. All that pill-dropping,
block-busting **insanity** is now on 16-bit
for the first time. All you need
is a Super NES® (and a brain, but
hey, you've gotta supply that).
Is that **√Coolsville** or what?

So you and your bud could go
head-to-head on Tetris or Dr. Mario. Or you





KIDS TO ADULTS
KA
AGES 6+

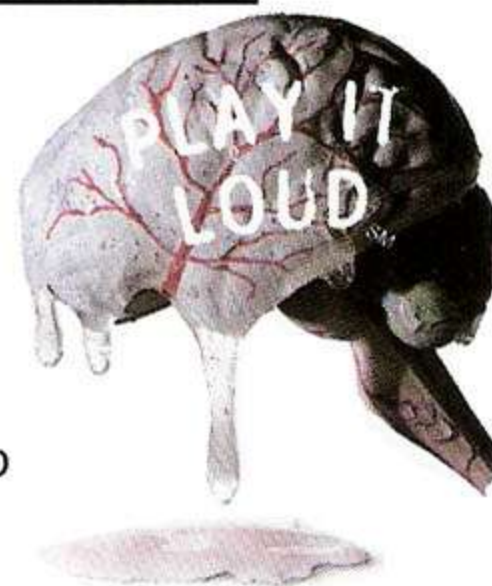
could play both in **Mixed Match**. Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while you yell **"SHUT UP"** since



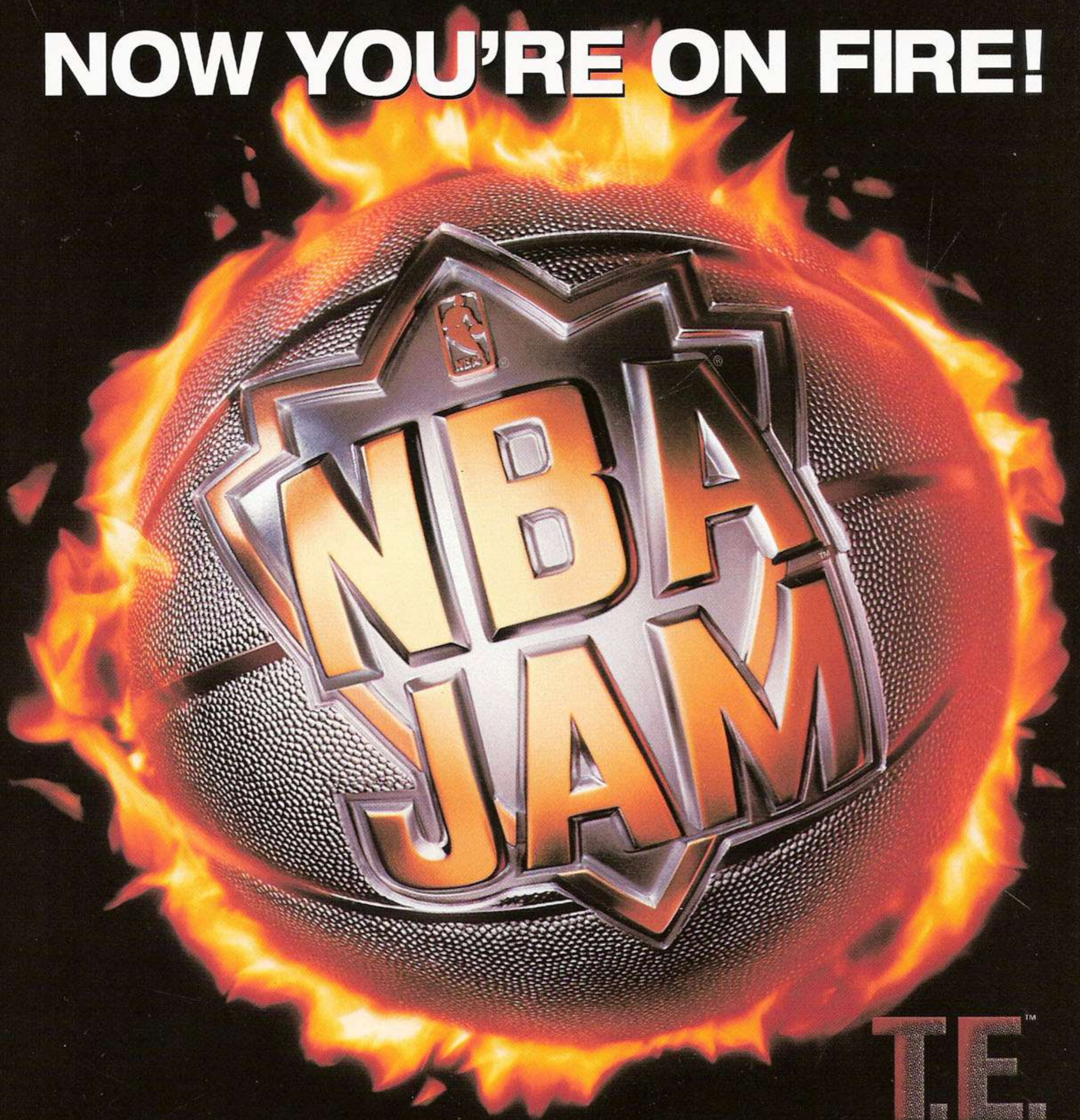
TWO ALL-TIME PUZZLE GREATS. ONE CARTRIDGE. MAJOR BRAIN SAUTÉ.

this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).

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